v.2.5 SpyroAnon and KOTOR Anon

JUSTICE LEAGUE UNLIMITED
JumpChain CYOA

Supervillains, criminals, aliens, monsters, robots, magicians, demons, gods, there are countless supernatural threats out there that can't be defeated by any single hero. So what happens when earth faces a threat greater than any single hero can handle? Simple, more than one hero comes to the planet's aid. Seven heroes in fact, and a few more later on.

Welcome to the DC Universe, or rather one of the countless universes all bound together in the massive DC multiverse. This particular universe details the animated adventures of Superman, Batman, Wonder Woman, and several other major heroes as they try to defend the world while part of the newly formed Justice League! A team of superheroes dedicated to saving lives and protecting the world against supervillains and extra terrestrial threats.

You'll arrive in this world a few hours before a powerful and merciless alien foe invades the earth and triggers a series of events that'll lead to the formation of the Justice League.

You have **1000cp** to spend of the choices below. Good luck.

Background

Everyone has a past, even if that past is no past. Remember these are merely suggestions for a general theme or outline of your history. The exact details are up to you just note that you'll be relatively underwhelming until you gain some notoriety, barring any perks that screw with that anyway.
All backgrounds are free. **You may keep your current gender or change it at no cost and your starting age can be anywhere from 17 to 40.**

Drop-In: You have no real history. You're just along for the ride.
Anything that augments your "age" merely gives you raw information of your starting location rather than an actual history.

Hero: A relatively low key hero of the local area you're in. Granted you aren't exactly well known, but hey at least you're on good terms with other heroes and once the Justice League is formed there's a good chance you might get involved if you're around. This also means you have a small rogues gallery of villains, not as large as say even the Flash's for example but you do indeed have some consistent bad guys out to get you.

Villain: Gotta make that cash somehow, in fact you seem to have made quite the name for yourself as a pretty notorious bad guy.
This will land you on the bad side of some superheroes and you might even have a rival or two. Nothing really major, at least for now anyway.
Expect to be recruited into several bad guy teams due to your expertise or raw power.

Independent: Some people, like you for example, just don't fit the mold of a typical hero or villain. Some of your methods put you at odds with the few people you can call allies and you're often so focused on achieving your personal goals you fail to stop and consider some of the consequences of your actions. Still, you get the job done, and when push comes to shove people will seek your help to solve problems that they're not willing or able to deal with.

Species

Humans aren't the only intelligent species in this world. Exactly how this choice blends into your background, location choice, perks, etc. is up to you.

Human [Free] **(Humans gain a 400cp stipend to spend on Superpowers, Skills, and Abilities.):** The natives of earth and predominant intelligent lifeforms on the planet. Humans are an incredibly diverse species and some even possess natural magical or biological abilities.

Humanoid [Free] **(Humanoids gain a 400cp stipend to spend on Superpowers, Skills, and Abilities.):** You can design a custom form for yourself that's physically and mentally equal to regular humans. This form can have weirdly colored skin, horns, claws, even extra limbs like a tail or wings, but none of these inhuman physical features will be of much use.

Gorilla [Free] **(Gorillas gain a 100cp stipend to spend on Superpowers, Skills, and Abilities.):** Whether you're an enlightened lab animal, a mad scientist who put his brain in a new body, or one of the super intelligent denizens of Gorilla city, you're a big hairy hulking ape and your appearance is certain to confuse and intimidate people. Depending on your background you could be much like Gorilla Grodd, Ultra Humanite, or Solovar. Your physiology is far above that of the average human, granting you incredible strength, durability, and agility, as well as a wicked bite.

Atlantean [Free] **(Atlanteans gain a 100cp stipend to spend on Superpowers, Skills, and Abilities.):** You hail from the ancient hidden underwater city of Atlantis. Atlanteans are virtually indistinguishable from humans but they're much tougher and stronger thanks to having adapted to living deep beneath the ocean. Your unique physiology also allows you to breath underwater indefinitely and you can swim like a fish at depths that would crush a normal human. While it's possible for you to live and travel both in and out of water, you'll need to submerge yourself in salt water whenever you're severely injured in order to heal properly.

Amazon [200cp] **(Female Only) (Optional, Age +100 years):** You're a powerful warrior woman from themyscira. From the moment you could pick up a weapon you've been trained to be a master combatant capable of defeating some of the worst the worlds of both gods and men have to offer. Thanks to the blessings of the gods you possess superhuman strength, endurance, and agility, but unfortunately you're nowhere near as strong as Wonder Woman. In addition to your combat skills you also possess a wealth of knowledge of Greek mythology, as well as some insight into magic.

***Thanagarian [200cp]*:** Winged human-like aliens able to fly, take a considerable beating, and dish out damage just as well. While not amazing you certainly can take physical blows much better than the average human, just don't expect to start juggling cars or eating high velocity shells. You're probably about twice as good as a peak level human in terms of strength. You have an iron clad mind and only the strongest mental manipulators could hope to gain access to your brain. You'll gain a decent boost to your combat ability due to having some knowledge of Thanagarian military training, and if you chose to receive a new life from this world you'll also gain a history with Hawkgirl, one of the founding members of the Justice League. In addition to all of this you have a personal understanding of Thanagarian culture and technology.

***Demon [600cp]* (Age +100 years):** Much like the demon Etrigan you've been dragged from the fiery underworld and bound to the soul of a mortal human. Regardless of how this connection was formed your host has decided to keep you around and make use of your abilities. Most of the time you'll be riding around in the mind and soul of your host, simply observing the world around them and occasionally sharing a few thoughts or emotions, but whenever your presence is needed or desired your host will allow you to take full control of their body and transform into your terrible demonic form. As a creature of the underworld you have superhuman strength and durability. You also possess an insight into magic and at least two natural weapons such as razor sharp claws or a strong tail. Demons come in a wide variety of shapes and sizes, choose a height anywhere from 3 to 12 ft tall.

***New God [600cp]* (New Gods gain a 600cp stipend to spend on Superpowers, Skills, and Abilities.) (Age +100 years):** You hail from either the peaceful and beautiful planet of New Genesis or the tyrannical and desolate world of Apokolips, the twin homeworlds of the New Gods, beings with various supernatural abilities and technology vastly more advanced that of earth's. Due to how vastly different their two worlds are the New God's have been at war for countless years with neither side managing to gain a significant advantage over the other. Exactly what your role is in this conflict is for you to determine. You could be a champion of New Genesis, one of the few privileged elites on Apokolips, or an independent who doesn't care about either side of the war. Since New God's can have such a diverse range of abilities you get a point stipend to spend in the superpowers section. Your background also gets you a free Mother Box and familiarity with either New Genesis or Apokolips technology and knowledge of your people's culture.

Kryptonian [800cp] **(Must take Critical Weakness: Kryptonite for no extra points.):**
Perhaps you hail from the same world as Supergirl? Or maybe you're a kryptonian survivor who's just recently discovered earth? Regardless of your origin, you're now the only other surviving kryptonian in the universe, or the last survivor of one of their offshoot races. Exposure to yellow sunlight has granted you super strength, flight, x-ray vision, and many other incredible abilities, giving you the potential to become one of the most powerful beings on earth, if not the entire galaxy. However in exchange for these powers you've also gained several deadly weaknesses. Whenever you're around red sun radiation all of your powers will be severely weakened and if you find yourself someplace with a red sun or just an environment completely immersed in red sun radiation, natural or otherwise, your powers will be completely suppressed. If you're exposed to kryptonite, radioactive pieces of the planet krypton, not only will you lose all of your powers but your health will also quickly deteriorate, just a few minutes of kryptonite exposure can knock you unconscious and any longer will easily kill you. Aside from being weak to kryptonite and red sun radiation you also have no natural defense against magic, but while you aren't completely immune to the supernatural many magical attacks will still have trouble harming you. Right now you're about as strong as Supergirl was when she first arrived on earth, but with enough time and training, you can become as powerful as Superman.

Martian [1000cp] **(Must take Critical Weakness: Energy for no extra points.)**
(Age +600 years): Several hundred years ago the people mars were all but completely wiped out by a powerful alien species known as the imperium. Only two martian survivors are known to exist, J'onn J'onzz the Martian Manhunter, and you. Martians are a peaceful species gifted with a myriad of unique abilities such as telepathy, shapeshifting, flight, intangibility, and supernatural strength. Typically a martian can easily overpower most individuals of other species with their natural abilities alone, but high amounts of heat, electricity, an other forms of energy can easily damage or disrupt their physiology and skilled telepaths can resist or overcome a martian's psionic abilities, or even counter them. In addition to your physical and mental abilities you also possess the intellect of at least an average martian, which is far beyond that of a typical human scientist. Keep in mind that while you may be powerful you haven't had a chance to use your abilities in a very long time, so it'll probably take you a while to get back to your prime.

Starting Location

Where you start doesn't really matter. It's a big universe, there's going to be something important happening regardless of where you go and there are plenty of ways to travel long distances if you want to see someplace new.

- ***Metropolis:*** The bright and shining hometown of Superman. Metropolis is a prosperous and towering city, and one of the safest places in America thanks to Superman and his allies. However despite the presence of the big blue boy scout people are still occasionally put in danger by supervillains and some occasional alien invasions.
- ***Gotham:*** This sprawling city is commonly regarded as Metropolis's dark twin, Gotham is a chaotic and dangerous place overrun with crime and corruption. Many of the people who live here are endangered by violent gangs, greedy businesses, and psychotic supervillains on a daily basis. But thanks to the efforts of Batman, Wane Industries, and a few other kind souls, the people here have hope and Gotham is kept from fully descending into darkness and chaos.
- ***Themyscira:*** The ancient home of Wonder Woman and rest of the amazons, protected by the old gods and hidden from the world of man. Themyscira is a paradise ruled by the immortal queen Hippolyta and populated entirely by a powerful race of warrior women who guard the gates of Tartarus located below the island. The amazons have sworn never to leave the island or interfere with man's world and no man is ever allowed to step foot on the island, however women who were not born on Themyscira have been allowed to stay if they somehow find there way to this mystical island, and the amazons are not so short sighted or close minded that they will instantly kill or turn away a man who's valuable or harmless.
- ***Central City:*** Home to the fastest man on earth, this middle American city is the base of operations for the Flash and his rogues gallery of villains. For the most part this place is far safer than Gotham or Metropolis could ever hope to be, but that doesn't mean there isn't the occasional city wide threat that makes even Flash worried he might not be fast enough to stop it.
- ***Smallville:*** A small town in Kansas seems to attract an unusual number of aliens. This is the place where Superman grew up and also where his cousin Supergirl currently lives so it probably wouldn't be a very good idea to stir up trouble in this quite town.

- ***Atlantis:*** An ancient underwater city home to Aquaman and the Atlantean people. Despite it's age and isolation Atlantis is actually much more technologically advanced than the rest of the world, the Atlanteans could easily destroy humanity's military forces and conquer the planet but fortunately they're content to remain isolated so long as they're left alone and see that their oceans aren't being threatened.
- ***Dakota:*** The quite but troubled city of Dakota, while mostly normal right now, will soon experience a major surge of metahuman activity thanks to an event know as the Big Bang. It's also worth noting that at least one superhero was active in this city back in the 60's, so it wouldn't be too unusual if you decided to start your heroic or villainous career a bit early.
- ***Gorilla City:*** Somewhere in Africa there lies a technologically advanced civilization of super-intelligent gorillas. This city has been been hidden from mankind for countless years in order to ensure it's inhabitants can live in peace and safety, but soon a power hungry scientist known as Grodd will enact an evil scheme that'll threaten both Gorilla City and the rest of the world.
- ***War World:*** A distant alien planet ruled by the cruel tyrant Mongul. The people of War World live in poverty while their ruler enjoyed unlimited wealth and luxury, however nearly everyone is content to ignore their situation so long as they're able to enjoy the deadly gladiatorial fights organized by Mongul himself. In order to keep these battles interesting Mongul gathers gladiators from all across the galaxy, and while most are too bloodthirsty, too cowardly, or too stupid to do anything but fight for entertainment, the few warriors who refuse to obey Mongul are intimidated into serving him after the warlord threatens to destroy their homeworld, or any other planet they may care about.
- ***Skartaris:*** This strange land located deep within the center of the earth is home to barbaric humans, lizard men, magic users, and many other interesting things. Brief but brutal wars are often fought between the various tribes that live here but rarely does anything major ever amount from them, typically only when an outsider intervenes does anything interesting happen. This world is lit by a red sun and one of the tribes worships a giant piece of kryptonite so Kryptonians might want to steer clear of this place.
- ***New Genesis:*** The peaceful and verdant world of New Genesis is one of the two homeworlds of the New Gods. Ruled by the wise and benevolent High Father, the people of New Genesis are devoted to order and freedom and the heroes of this world are all dedicated to preventing innocent planets from falling to the armies of Apokolips, and to one day defeating the planet's evil ruler.

- ***Apokolips:*** A blasted and fiery world home to the New Gods of evil. Many of the inhabitants of this world are slaves, prisoners, or mindless soldiers, but there are a few powerful New Gods who maintain order and work diligently to see the fall of New Genesis. Above all else however this world and everything on it works according to the will of one being, Darkseid. The lord and master of all Apokolips see's himself as a god (Which he technically is but that's beside the point.) and demands total obedience from all his subjects lest they suffer his wrath. Darkseid devotes all of his time and resources to universal conquest and to his quest of discovering the Anti-life equation, anyone who proves useful in assisting with either of these tasks is typically give the privilege of become one of Darkseid's lieutenants but those who prove useless are cast aside at best, and eliminated at worst.
- ***Free Choice:*** If none of the options above look appealing, then you may instead choose to arrive anywhere on earth that a typical civilian would be able to visit. For example, you could choose to appear in the middle of the Flash museum, but not a secret military base or the Bat Cave. If you happen to have some kind of house, company, or secret base in this world, either from a previous visit or a purchase you made in this jump, you may choose to arrive there instead.

._____.

Perks

Aside from all the powers and skills you're certainly going to buy, why not take a few perks that'll make the universe go a bit easier on you?

- ***Picturesque [Free]:*** You seem to look good. Like, really good. Males tend to look like chiseled Adonis's with unrealistically good forms, and women tend to look toned and perfectly curvy. No matter how roughed up you get you'll always look your best as well. I mean, about as well as getting your face ground into the dirt at mach 7 would look. You can only take beauty so far you know?
- ***PG-13 Brutality [Free]:*** This setting isn't all that violent, well at least in this universe anyway. Despite how painful fights can look somehow people don't seem to get their face caved in or bodies gibbed. That's just a little thing you can apply to people you fight. You can beat them senseless and they won't lose a limb or get holes punched through them.
  Granted this works only so far on solid organic beings of proportional durability. Don't try and punch a dog with the force of a building destroying explosion and expect that to not make it a greasy smear on your fist, it also doesn't stop bones from breaking or bruises forming or even bleeding from scratches or deep gashes. You can however turn this off for dramatic effect if you want.
- ***A Line Item Hidden In The Budget [100cp]:*** Most people think it would be nice having a private company to pay for your superhero gadgets or fund your villainous schemes, but everyone always forgets that you can't just take company funds and resources for your weird personal uses without justifying the expense, getting in trouble, or endangering your company. Fortunately you're an expert at fudging your finances and concealing things you shouldn't be spending money on so you can pay for things like equipment, mechs, or even a personal space station without having to worry about any lawyers, business partners, or financial investigators finding out. You can also offer your skills to others, just in case you happen to know or find another super rich business owner who's also secretly a hero or villain.

- ***Meant To Be Together [100cp]:*** No matter what your plans are for the future you're certain to face countless challenges and difficulties during your time here, so don't you think it'd be better to face them alongside someone else? This perks makes it so that if you happen to have a true love the universe will do everything it can to ensure the two of you remain together or find ways to reconcile anytime something splits you and lover apart.
  If you do not already have someone to call your true love then shortly after you arrive in this world you'll encounter an individual who you could genuinely fall in love with and who would also fall in love with you. Whenever you and your lover work together you'll find yourselves having an easier time accomplishing your goals, and whenever you see the person you care about is in danger you'll get a significant boost to your strength and willpower, enough to allow you to rescue your loved one or at least get into a position to help them. If you choose to have this perk grant you a true love from this world they will simply be a normal human follower until you decide to import them.

Drop-In

"I'm Actually an Alien!" and **"Take The Controls"** are both free. All other perks are discounted by 50%.

- ***I'm Actually An Alien! [100cp]:*** You're actually quite good at telling your 'Origin' to others and somehow people believe it. This also extend to explaining away otherworldly phenomenon as nothing but smoke and mirrors or in telling the fabled half truth. I mean sure that laser came out of that guys mouth. But he's actually an alien in disguise rather than an actual magical creature from beyond reality. Don't think you can lie to someone like batman for long with just this, everyone has limits jumper.
- ***Take The Controls [100cp]:*** People are always asking you to pilot the spaceship, drive the tank, steer the getaway car, whatever, but does anyone ever ask if you know how? Well, fortunately you do know how. You're skilled at controlling a wide variety of vehicles from cars, to boats, to planes. You could even figure out how to pilot alien starships given enough time.
- ***Gifted Intellect [200cp]:*** Wow jumper you sure are smart. You have to be if you're new to this world and still want to compete with the greats. With a perfect memory as well as extensively fast and optimized mental processing speeds you should have no problem learning and understanding all of the advanced science and whatnot you're sure to encounter in this world. To put it in simple terms, what this perk does is make it so that you can become a brilliant scientist or magician without having to devote decades to learning everything.
  With less that a year of study you could be considered an expert in whatever field you apply yourself towards and as you continue to challenge yourself and apply your intellect you'll find yourself able to run more thought processes simultaneously. After about a decade you could easily rival a 12^{th} level intellect, allowing you to run twelve thought processes simultaneously, but only if you continuously learn and apply your mind to new challenges.
- ***Surprised To See Me? [200cp]:*** No matter how improbable it may seem you can always find people willing to help you whenever you're stranded on an alien planet, stuck in the wrong time period, or just find yourself lost in some weird and dangerous place. You could meet a kind old lady who'd help rally the crowd in favor of a captured friend to prevent their death, stumble across the resistance on a hostile alien world, find a group of marines who just happen to be on the same mission you're on if you get sent to the middle of WW2, or even encounter your future self during a mission to restore the timeline.

- ***Sticking Up For The Little Guy [400cp]:*** Many superheroes lose sight of what their job is, to protect those who can't protect themselves. And one important thing is understand the plights and problems every day people suffer from. And no matter how powerful you get those little insects don't lose their importance and significance to your world. This makes it so no matter how powerful or strange you become people will be able to relate to you and vice versa. People will become more accepting of your quirks and you more comfortable around people in general. This also means people will be quicker to help you in your time of need. While those in power might ignore you the down trodden and outcasts will relate to you and seek your guidance or assist you. You won't forget their importance and neither will they.
- ***Don't You Ever Get Lonely? [400cp]:*** Leaving behind your old life can be difficult, especially if you couldn't bring anyone with you, and if you had to leave because all of your friends and loved ones or perhaps even your entire species were gone, well, that can cause some people some very serious mental issues. Fortunately you're very good at dealing with your emotions, making connections with new people, and finding purpose in your work and other things. Even if you discovered that you were the last surviving person on the planet or found yourself stranded on some distant alien world you could resist going insane and quickly adapt to your new environment. With enough time you can start a new life and be content regardless of where you are, and you're guaranteed to find a new family or lover if there are enough people around that you can connect to.
- ***Charismatic Philosophy [600cp]:*** You're incredibly wise. Far beyond someone such as yourself. Perhaps it's from all those years of being in so many odd scenarios. Perhaps you're just highly analytical and personable. Either way you're far more practical and thoughtful than most would give you credit for. This also extends to being in social situations able to talk your way out of a good deal of problems. Don't worry though to help you'll be given a good deal of acting ability and a flexible yet appealing voice to complete the package. With enough time and experience perhaps you can talk a confused god into being your friend.
- ***Great, More Time Travel [600cp]:*** No matter how badly someone damages the timeline you will always exist. Barring something like the complete destruction of earth and humanity, or all of reality being rewritten, you will always be able to survive any temporal alterations with your memories intact and remain at least roughly the same individual you were before someone altered the timeline. A crazy immortal warlord changed WW2 so that the Nazis won? Maybe you'll find yourself leading a resistance movement once the temporal ripples stop. Your parents vow to never end up together even though they've meet you in the future? Fate will do everything in it's power to ensure you're born.

Hero

“A Regular Joe” and **“Number One Guy”** are both free. All other perks are discounted by 50%.

- ***A Regular Joe [100cp]:*** A superhero can't be super all the time. And if you dress the part you can blend in just fine. Assuming you can hide any outlandish incredibly iconic features. Strangely even if your costumed persona has no mask people still would have a difficult time discerning you without your costume unless your unnatural form IS your costume.
- ***Number One Guy [100cp]:*** Just like the Flash you're an incredibly marketable individual. You can easily find agents willing and able to find you jobs for acting in commercials and promoting products in person. These gigs won't make you rich but they will definitely help you earn enough to buy something nice for yourself every once in while. Plus all those public appearances are certain to improve your image, just be sure you don't let your ego get to your head.
- ***Golden Rule [200cp]:*** Being a hero isn't always sunshine and daisies. Sometimes you've got to have...something else other than power and desire to do good. Sometimes you have to hold yourself to standards. Standards that would normally be impossible even for most heroes. The greatest of heroes have a golden rule they never cross. Set a rule, any rule and you won't unconsciously cross it you'll always be aware of this rule and follow it to the letter. This however won't prevent you from never being able to cross it consciously you can always choose to break it when needed. You cannot be mind controlled or manipulated without your consent to cross such a line. And god help whatever manages to make you break said rule. The mental backlash would be enough to shatter such control over you.
- ***You're Off Your Meds Aren't You? [200cp]:*** Not every villain is evil, and not every insane person is the Joker, a lot of superheros seem to forget this but fortunately you're different. Not only are you able to instantly recognize which of your opponents are genuinely mentally ill, or only committing crime out of something like financial necessity, you're also able to talk them down into surrendering and getting help for their problems.
  This doesn't guarantee that they won't go back to being criminals, but with enough help you can eventually find a way to make them give up crime permanently.

- ***Boxing Lessons For Jumper [400cp]:*** Oh no your powers are gone! Huh, it doesn't seem to have affected your competence in dealing with villains much. Most heroes rely almost entirely on their powers. You however don't really NEED your powers to get things done. You can work a lot harder and develop supplementary skills to help your powers in a practical, meaningful way, so much so that they're still useful even without powers and can easily adjust to situations when your powers suddenly don't work. Pick up a gun once your fancy tech runs out of juice, beat up bad guys so you don't strain your powers out, end a fight with words instead of violence, you don't need powers to still be a hero and you'll prove it.
- ***I'm Gonna Punch A Hole In Your Head [400cp]:*** You have a warrior mentality, which means you can easily kill criminals and supervillains without hesitation if they deserve it and not be adversely affected. However some of your allies may object to you killing or severely injuring people. Regardless of how often you use lethal force your opponents will always remember you're capable of it, granting you a major boost to intimidation.
- ***Heart Of A Hero [600cp]:*** When it comes to standing true to your convictions few can match yours. So well in fact that it's infectious to those who fight by your side gaining a huge boost to willpower and morale as well. No amount of trauma or pain physical, spiritual, or mental will sway you from your beliefs. Not even feral instincts can stop you from being the hero you were meant to be. It's almost like it's in your very nature to be a hero.
- ***World Of Cardboard [600cp]:*** A hero has to be careful. As they often have great power and potential. Enough to shatter the world to pieces like fine china. And because of this you have taken great pains to limit yourself when around those who lack your power. You can carefully navigate life despite the great power you possess having incredible self control. Your subconscious locks keeping everything in check. However once you unleash those safety locks the explosion of power is far greater than expected, almost like it became pressurized in its limited state.

Villain

“Business Minded” and **“Maybe People Can Change?”** are both free. All other perks are discounted by 50%.

- ***Business Minded [100cp]:*** You've got good instincts that could make you a great corporate shark of the business world. You're ruthless and conniving when it comes to making a profit. Always able to turn a bad scenario into a good investment on your behalf. Just don't make enemies that could do something about you.
- ***Maybe People Can Change? [100cp]:*** Hah! Yeah right, people don't change, not really at least, but you know exactly how to manipulate everyone into thinking that you've gone and changed for the better. With just a few kind acts and a charismatic speech or two, you can fool everyone into thinking that you're no longer a psychopathic villain bent on world domination. Even if everyone knows you've committed multiple severe crimes and tried to kill some of the most beloved heroes on earth you can still garner enough sympathy and good will to repair and even improve your public image. Just keep in mind that there's only so much people will tolerate and failing to conquer the world or kill your archenemy on a grand scale for a second time will prove to everyone that you'll always be the same.
- ***Bad News Jumper [200cp]:*** Many don't realize this but most villains are pretty silly when you take a serious look at them. And you seem to be diving whole sale into this silliness. Pick a profession ANY profession doesn't matter you can attempt to make it some form of danger to the public at large. Don't worry about how this doesn't make a lick of sense how a toymaker can make death machines. Or a psychologist can create an army of mindless drones or discern the identities of heroes and villains alike. Everyone is capable of evil and if they truly desired they could be a threat that could even potentially best superman himself! You just gotta believe!
- ***I'm In Charge Now [200cp]:*** Whenever you take over a group or organization by eliminating it's leader everyone will instantly fall in line behind you either out of respect or fear. You could become the leader of a group of supervillains by shooting the original boss in front of everyone, or take over Nazi Germany after imprisoning Hitler and giving the military some advanced technology. While your new followers will be loyal at first they'll quickly become less willing to obey your commands if you prove to be a poor leader, and if for some reason you don't kill the guy you usurped he will come after you for revenge.

- ***Retroactive Intuition [400cp]*** **(Add 400 years to your age.):** You've lived for a very, very long time. So long in fact you've managed to garner some skills and tactics most haven't seen in centuries of earth's really strange history. It's rather hard to surprise you at this point as you could easily figure out how to deal with all manner of mundane and supernatural threats with enough planning and preparation. You've also garnered quite the patience for even the most mind numbing of activities, meaning you never have to worry about getting bored even if you were forced to live through the first few thousand of years of human development. You also have quite the memory, it has perfect recollection and is nicely organized for quick and easy access to information. Finally, despite how much of a burden extended life might seem to the normal person you're quite ok with it, the weight of memories doesn't seem to hold you down at all no matter how heavy they might seem.
- ***Is This A Bad Time? [400cp]:*** You have incredibly good luck when it comes to attacking your foes. Whenever you're about to have an important battle you'll find that your enemies will always be inconvenienced or hindered during the fight. Maybe one of your earlier schemes prevented some of their backup form arriving, or maybe you just so happened to escape and enact your revenge right when your archenemy was helping save people from an erupting volcano? Whatever the reason, this perk will ensure that you always have at least a slight advantage during any fight where you'd need one.
- ***Vengeance [600cp]:*** They don't know who they're dealing with. You've been wronged your plan was foiled, your coffee was ruined by that idiot waiter at the diner, those damn kids won't stay off your lawn. They'll pay, they'll ALL pay, and you know just how to do it. Over your many years of evil doing you've learned not just how to beat your foe, but utterly destroy them. It's not even about winning, It's about making them SUFFER! You're particularly good at gathering info about your enemies and how they tick. Given some time and you can find ways to make them bleed for their audacity. Sure it won't guarantee victory but the psychological scars will never fade and you can only continue to burrow into those wounds working them deeper into their psyche until they get torn asunder. And the best part is it only gets easier the more resources and information you have at your disposal.
- ***I Am The Power! [600cp]:*** Absorbing deadly amounts of energy and combining yourself with incredibly dangerous forms of technology or magic actually doesn't kill you but instead grants you a massive power boost. You could merge your body with mysterious alien nanotech, absorb the central power battery of Oa, or become irradiated by a meteorite and gain incredible new powers or have your existing abilities greatly improved. Depending on what it is you merge with you could get anything from a boost to your strength and durability, to several new powers that would let you take on the entire justice league at once.

Independent

“Aglets Are Sinister” and **“One Word Of Advice”** are both free. All other perks are discounted by 50%.

- ***Aglets Are Sinister [100cp]:*** No matter how paranoid or well prepared you may be there's always the chance that you can be captured. Fortunately, you've prepared for that eventually. Thanks to a bit of hypnosis and mental conditioning you can resist torture for weeks by spouting useless information like the true purpose of aglets or how the government is putting fluoride in the water supply.
- ***One Word Of Advice [100cp]:*** They always say they'll never talk, but in the end they always do. Whether it's a professional mercenary, a special forces soldier, or hell even the leader of the black-ops organization your trying to stop, you can get information from anyone with just a few harsh words and a mean look. However before you can make this ability work you'll have to put yourself in a superior negotiating position. (I.E, Capture, defeat, or ambush the person your trying to interrogate.) Non-humans and Individuals with exceptionally strong wills may prove resistant to this ability, but that could change if you improve your negotiating skills or find ways to make yourself more intimidating.
- ***Who Guards the Guardians? [200cp]:*** You're able to keep those with power in check, whether they be superpowered beings or highly influential individuals. Your words are so eloquent and persuasive that you could give Batman or Superman reason to pause and reconsider their actions, you possess knowledge of countless philosophical quotes that can quickly convey a complex message or make people reconsider their morals and opinions. Additionally your speeches will always have some effect on those who would normally consider themselves to always be in the right.
- ***They're All Freaks And Aliens! [200cp]:*** So what if heroes like Superman and the Flash have saved the world countless times, they're still incredibly dangerous individuals with powers no single person should have. What if the heroes who say they'll protect us one day decide to go rogue or get mind controlled by a supervillain? Who will protect us then? You that's who. Not only are you able to convince people that they shouldn't blindly place their trust in superheros and other god-like protectors, but you can also easily find people and resources to help you construct secret plans meant to take down rogue superheros and protect the earth against outside threats.

- ***That's Not What I Want At All [400cp]:*** Sometimes, no matter how badly someone deserves to die or satisfying it would be to kill them, the non-lethal option is better. Whenever you need to take someone down so that they can be captured or temporarily incapacitated you'll always conveniently have something either nearby or on your person that can do the job. For example, if you someone manages to convince you not to kill the nearly invincible bastard who murdered your family when you were a kid you can still knock him out and capture him by cutting the rope on a pallet of metal bars he just so happens to be standing under.
- ***Lucky You're Not In Jail [400cp]:*** Even if you fuck up bad, like nearly cause the end of the world bad, at best you'll only get a reprimand and at worst you'll lose whatever power or influence you had that allowed you to put the world in peril and be demoted to a menial position.
- ***The Wall [600cp]:*** People recognize that you're someone who can get things done and also someone who definitely shouldn't be messed with. From now on you'll have an incredibly easy time getting put in charge of powerful individuals and groups like Project CADMUS and will be given near-total autonomy to run your operations, only having to answer to the president or some similarly powerful individual.
- ***A is A [600cp]:*** You're a master at discovering and decoding conspiracies, and you can always figure out exactly what you need to do in order to cause someone's plan to come crashing down on them, although your actions won't always have the expected outcome and you may have to do something extremely dangerous in order to achieve your goal. Additionally you can also create your own complex conspiracies, allowing you to enact plans that could potentially give you unparalleled wealth, power, and influence, trigger the end of the world, or just really piss of someone you hate. Keep in mind however that no matter how good any of your conspiracies are there's always the chance that a key detail will be leaked to your enemies or some nutcase will be able to figure out what you're doing and stop you.

Power Sources

This is going to be a tricky one to define. But here's the rundown. In addition to choosing specific superpowers you can also **purchase up to <u>two</u> power sources** that'll add a bit more to your abilities. This can determine how such powers are effected by other perks and how they manifest. You don't HAVE to choose a source but it helps if you have one. If you don't purchase any then it's just some non-descript supernatural stuff that happens exactly as it says on the tin.

If a power source is free then you may take that and one other source. (Ex. A New God could take Innate for free then buy Scientific.)

Powers and power sources can be combined however you want with no need to repurchase either multiple times. You could take Magical and Innate as your power sources and have Enhanced Strength be a spell while taking Pyrokinesis as an innate mutation. Or if you wanted to go really crazy you could have all your powers come from magical nanobots, or just have half of them come from magical nanobots and have the rest come form a mix of spells and technological gadgets.

Magical [100cp] **(Free and must be taken for: Demon):** Although magic is typically an extremely dangerous and difficult skill to learn you seem to somehow possess a natural mastery over it.
Your magic is such a part of you that it will be difficult for others to block or remove it, however this also means that you'll have a hard time modifying certain aspects of your magic, and you may need help if something goes wrong with your abilities. Additionally since your powers come from unique spells, innate magical abilities, arcane instruments, or a mix of all three, they may be taught or given to those who also seek to gain magical talents of their own. For example if you're a demon you could transform someone into one of your kind or instruct them on how to use the spell that grants you hydrokinesis. Or if you became a master magician by wearing a unique artifact like Dr. Fate you could give someone else your artifact and let them use your powers for a while.

Scientific [100cp]: Cybernetics, nanotech, power armor, mutagens, or simply some unique piece of gear, your powers come from science which means they can be easily modified and any problems they may develop should be simple to fix. The downside however is that it will be much easier for someone to steal or disable whatever's giving you your powers. You also possess enough knowledge of your abilities to fully understand how they work and what causes them which means you can modify or equip others in a way that will grant them similar abilities. If you chose to receive your powers from a mysterious mutagen for example then you could know enough about it to replicate the formula, produce your own version, and release it in a way that empowers dozens of people at once. Or if you wear a unique suit of power armor you could hand-it over to someone else for a while and let them fight for you.

Spiritual [100cp] **(Free and must be taken for: Amazon):** Huh, this is odd. It seems you've gained your abilities by either contacting a higher source of power or being gifted them from some other spiritual entity. While this means that you have no way of truly understanding your powers, or copying them to give to someone else, you don't have to worry about them being blocked or removed by some magical or technological means. Additionally you can invoke your patron, or whatever the source of your abilities is, for a temporary boost to both your superpowers as well as your natural strength and endurance.

Innate [100cp] **(Free and must be taken for: Atlantean, Thanagarian, New God, Kryptonian, and Martian):** The all natural option. Whether you were mutated, grown in a lab, developed psionic powers, or just got born into some weird aliens species, your powers come from your DNA which means most biological perks will blend in well with your abilities. Sine you didn’t have a lot of control over how your received your abilities some of your powers may come out a bit different than expected. Since these powers are purely natural they don't really count as supernatural at all, granted it makes no sense but comic book biology never really cared about superfluous stuff like 'logic' or 'reason' anyway. As you grow older some of your powers may get slightly stronger or develop a few new applications. Additionally any children you have will inherit your abilities and you may choose weather or not it's possible to create clones of you that possess all of your innate powers.

Superpowers, Skills, & Abilities

Humans and Humanoids gain a 400cp stipend just for this section.

Gorillas and Atlanteans get a 100cp stipend just for this section.

New Gods get a 600cp stipend just for this section.

All powers come with passive secondary abilities that prevent you from accidentally destroying your surroundings and harming yourself or others. However you may deactivate and reactivate these secondary abilities at any time if you wish.

Each power tier counts as a separate ability/purchase, so you can purchase the highest tier by itself without also having to buy the lower ones. (I.E, you can buy Toxin Immunity 2 for 100cp, or Enhanced Strength 3 for 300cp.)

Inhuman Physiology **[The following powers are free for their respective Species]:**

- **Gorilla:** Acrobatics - Natural Weaponry - Enhanced Strength 1 - Enhanced Durability 1
- **Atlantean:** Marksmanship 1 - Martial-Arts 1 - Enhanced Strength 1 - Enhanced Durability 1
- **Amazon:** Melee Combat 1 - Martial-Arts 1 - Enhanced Strength 1 - Enhanced Durability 1 - Longevity 3
- **Thanagarian:** Melee Combat 1 - Martial-Arts 1 - Enhanced Strength 1 - Enhanced Durability 1 - Flight 1
- **Demon:** Natural Weaponry.x2 - Enhanced Strength 2 - Enhanced Durability 2 - Enhanced Regeneration 1 - Longevity 3 - Pyrokinesis
- **New God:** Longevity 3
- **Kryptonian:** Enhanced Vision - Enhanced Hearing - X-Ray Vision - Toxin Immunity 1 - Disease Immunity 1 - Super Breath - Flight 1 - Enhanced Strength 3 - Enhanced Durability 3 - Enhanced Regeneration 1 - Energy Projection 1 - Enhanced Speed 1 - Longevity 1
- **Martian:** Toxin Immunity 1 - Disease Immunity 1 - Flight 1 - Enhanced Strength 3 - Enhanced Durability 3 - Enhanced Regeneration 3 - Shapeshifting 3 - Longevity 2 - Telepathy - Intangibility

Survival [50cp]: Cooking, foraging, scavenging, simple crafting, etc. You possess all the skills and knowledge necessary to survive in the wilderness for extended periods of time. You can even apply your knowledge to alien worlds if they're at least marginally similar to your homeworld.

Investigation [50cp]: Whether it's tracking down someone with useful information or determining how to stop a villains latest plans, you're an expert at cracking mysteries and unearthing valuable Intel.

Diplomacy [50cp]: Sometimes instead of fists, you need words to win a battle. Not only can you quickly think of the right thing to say to get people to stop fighting for a while you can also potentially talk someone out of performing whatever violent act they had in mind and formulate truces, peace treaties, or compromises between warring groups and individuals. Keep in mind though that this skill will only work on people who want some kind of peace.

Tactics [50cp]: From managing a fortress full of superheros to planning a counter attack against an invading alien foe, you're a skilled tactician and highly competent commander capable of leading groups both big and small. While you could probably out maneuver many of this world's overzealous military leaders, super intelligent individuals like Batman, Luthor, and Gorilla Grodd are still more experience and skilled than you, at least for now...

Multilingualism [50cp]: You're capable of quickly learning new languages. You start off knowing your native tongue and one other language of your choice. Instead of taking months or years it'll only take you a few days or weeks to learn a new language after hearing or reading it and you can speak any language you learn without any accent or speech impediment.

Acrobatics [50cp]: Quickly sprint over rooftops, dash through hazardous environments, and avoid being hit by your foes with graceful and impressive displays of agility. You're skilled enough to easily avoid melee blows from mundane opponents, doge ranged attacks from most thrown weapons, and traverse complex environments like cities, secret labs, and alien hives well enough to keep up with your flying allies or outpace deadly pursuers.

Escape Artistry [50cp]: You're a pro at getting out of traps and bindings. You could easily escape from any normal kidnapper or prison, and I'm sure plenty of magicians would love to have you as a partner. While you're not yet capable to escaping from anything designed by a super genius or advanced civilization, you can easily learn how to with a bit of study or experience.

Stealth [50cp]: Just like Batman, Huntress, and various other sneaky individuals, you've learned how to sneak past armed goons, avoid security cameras, disappear into shadows to avoid detection, and quickly move without making a sound. This is skills work best against modern technology and mundane foes, but you may be able to sneak around alien and supernatural threats as well if you're especially careful.

Enhanced Senses [50cp Each]

- **Sight:** 20/10 vision by default and eyes so healthy you'll never develop any visual impairments. Not only is your vision perfect you're also capable of focusing and magnifying your vision to clearly perceive things on a microscopic scale or from several hundred feet away.
- **Hearing:** From listening to the quietest of background conversations to hearing a signal normally inaudible to the human ear an entire city away, you can clearly perceive pretty much any sound within a massive area, however you'll have to filter out most of the background noise in order to keep yourself from going insane.
- **Smell:** Hunt someone down by the scent of their blood or detect hazardous substances from several hundred feet away, your sense of smell is better than that of many animals on earth and can be used as a valuable tool in things like hunting or detective work.
- **Taste:** Your taste buds are so sensitive that you can detect flavors from across an entire room, and tell if something's poisoned or expired with 100% accuracy. After enough time you could probably use this ability as a limited substitute for your actual sense of smell.
- **Touch:** Your sense of touch is sharp enough to detect the faintest bit of texture, movement, and temperature of anything you come in contact with. You could feel out an imperfection on something that looks perfect or even tell when someone's approaching you by the sensing the subtle shifting air currents.

X-Ray Vision [50cp]: See through walls and other solid objects. Your x-ray vision can be used on living beings without harming them and you'll be able to look through anything that's not lined with lead. Also certain Individuals may be able to block your x-ray vision with magic or super-tech, but they would have to know exactly how your powers work in order to do this.

Natural Weaponry [50cp Each]: Long knife-like claws, strong barbed tails, viscous gnarled horns, razor sharp teeth, there are countless deadly physical adaptations to be found on the various heroes, villains, and monsters of this world. While they may not offer the greatest offensive capabilities they can still be useful if used properly.

Marksmanship [50/100cp]: Although guns might not work against a lot of the supernatural threats you'll face in this world, it's still a good idea to know how to use one just in case you come across a regular guy who wants to blow your head off or if you manage to acquire a powerful alien blaster. For 50cp you'll be able to use either modern weapons like guns, rocket launchers, and grenades, or antiquated weapons like bows and spears as well as a highly trained soldier of the proper era. If you spend 100cp you'll become one of the most accurate individuals on earth with ranged weaponry. Not quite as good a marksmen as someone like Deadshot, Vigilante, or even Captain Boomerange, but with just a few years of practice or experience your skills can equal these legendary heroes and villains.

Melee Combat [50/100cp]: For 50cp you can become a master of a single type of melee weaponry. You'd gain enough skill to fight off monsters and alien robots with just an axe, or get into a sword duel with a knight straight out of medieval europe. If you were to spend 100cp you'll be able to use swords, whips, axes, maces, and other bladed or blunt weapons with deadly proficiency. While you could be considered a master of melee weapons with such skill, you're still not as good as ancient or supremely skilled individuals like Ra's al Ghul, but you can eventually match them after few years of practice.

Martial-Arts [50/100cp]: While some people might see martial arts as outdated, it's still surprisingly useful in an age filled with guns, superhumans, and god-like aliens. For 50cp you can become a professional martial-artist about on-par with Huntress or Green Arrow, making you more than capable of dispatching large groups of goons and squaring off against similarly skilled opponents. For 100cp you can gain mastery over several forms of combat and become capable enough to take on enhanced individuals and have a good chance of wining thanks to your superior skills. While you won't be quite as amazing a fighter as someone like Batman or Wildcat, you could easily reach that same level of skill with about a year or two's worth of training and experience.

Toxin Immunity [50cp/100cp]: Mundane poisons, toxins, and other similar harmful substances simply don't affect you. Even if you fought against a giant venomous snake or a villain who specializes in poisoning their foes you wouldn't even notice a slight bit of dizziness or pain from their toxin. If you spend 100cp you'll also become immune to all but the strongest of magical and technological toxins. Only something like an ancient demon or an interstellar monster could poison you.

Disease Immunity [50cp/100cp]: You possess total immunity to mundane diseases from earth and even a few alien environments. Aside from the benefits of never having to worry about getting sick you can also take faith in the knowledge that you can shrug off some madman's bioweapon with ease. If you spend 100cp you'll also become immune to all but the strongest of magical and technological plagues and diseases. Only a virus specifically created to wipe out an entire planet could compromise your immune system.

Super Breath [100cp]: Your breath is powerful enough to blow people away with gale force winds or quickly freeze them into solid blocks of ice. Amazingly you won't exhaust yourself or damage your lungs after using thing power, but you may have to pause a few moments to catch you breath.

Sonic Scream [100cp]: Blast people away and wreck both vehicles and buildings with defining yells. Your super powerful sonic screams can be easily controlled allowing you to use this power for both lethal and non-lethal attacks. Keep in mind that while this ability is powerful you'll be limited by the amount of air in your lungs and holding a scream for too long could potentially cause you to pass out.

Size Shifting [100cp Each]: You can either grow up to the size of a football stadium or shrink down to the atomic scale, or both if you purchase this perk twice. Changing size won't negatively affect your mass and density which means you can still hit as hard as you normally would while shrunk and if you grow to the size of a small building your punches will have about that same amount of weight added to the force of their hits. Any clothing or equipment you're wearing will change size with you,

Intangibility [100cp]: You're capable of lowering your molecular density at will allowing you to levitate, transform into a gaseous state, phase through people and objects, and turn yourself invisible. Additionally you'll be completely immune to conventional damage while you're intangible, but certain kinds of magic and energy attacks will still be able to harm you and disrupt this ability.

Natural Toxin [100cp/200cp Each]: You're able to inject your foes with poison or cover them in some kind of harmful toxic substance. Depending on your exact choice your toxin could be anything from a non-lethal paralyzing agent to a deadly blood boiling poison. By default any toxin you purchase will only be able to affect mundane organisms native to earth, but if you spend 200cp on your toxin it'll work against aliens, magic users, and supernatural creatures. However anything that has some kind of healing ability or resistance to harmful substances can still overcome your toxins. If you purchase multiple toxins you'll be able to cycle between them at will.

Flight [100cp/200cp]: You're able to fly up to several times the speed of sound and react just as quickly. Aside from being able to quickly travel between continents you can also fly in outer space so long as you have an environmental suit or some other means to protect yourself. Additionally you should be able to to find plenty of ways to use your flight capabilities for combat.

For 200cp your flight powers will be greatly improved. While out in space you will no longer need any sort of environmental suit or life support system and you can travel fast enough to reach distant alien planets in only a few hours or days.

Enhanced Strength [100cp/200cp/300cp]: The first purchase makes you strong enough to wreck whole rooms. You could easily carry large men, wield heavy weapons without effort, and toss people through windows. After a second purchase you'll be about on par with Etrigan, which means you'll be able to destroy an entire city street by tossing around vehicles and throwing people through walls. Finally a third purchase will make you roughly equal to Supergirl with the ability to train to reach the same level as Superman or Doomsday, giving you the ability to able to lift and throw tanks, tear apart giant mechs, catch a jumbo jet that's falling out of the sky, and send an opponent flying through several buildings with a single punch.

Enhanced Durability [100cp/200cp/300cp]: After spending 100cp you'll become tough enough to survive beatings, explosions, falls, electrocutions, and other physical hazards that would normally kill someone without superpowers. Granted you won't always instantly get back up, and a lot of things will definitely leave you really hurt if you try to push yourself, but you can still take on aliens, monsters, and magic powered warriors without having to worry about being instantly destroyed. A second purchase of this power will allow you to survive being crushed by cars and thrown through buildings multiple times during a fight, In fact I'd say you could handle such severe punishment for at least a few minutes before you start to tire or show any major signs of injury. After the third purchase you'll be able to go a few rounds with Superman or Wonder Woman and survive being crushed by a building, thrown into a volcano, or blasted multiple times by powerful alien energy weapons.

Enhanced Regeneration [100cp/200cp/300cp]: For 100cp any minor wounds you receive such as cuts, bruises, or broken bones will fully heal in a few seconds, minutes, or hours at the longest depending on their severity. If you spend 200cp you'll be able to heal from any minor injury in seconds and regrown limbs in minutes. After paying 300cp your healing powers will become so great that you can almost instantly regenerate from a few puddles of blood, flesh, or whatever else you might be made of after being crushed, blown to bits, shredded into a bunch of small pieces.

Shapeshifting [100cp/200cp/300cp]: For 100cp you gain the ability to change your physical features and disguise yourself as different people but you must remain roughly the same size and shape. After spending 200cp you'll be able to change into animals and other extinct or supernatural creatures of various shapes and sizes. While you can perfectly mimic the appearance of whatever you change into you cannot replicate supernatural abilities and you'll only be able to grow or shrink to twenty times your original size. For 300cp you'll gain a fully amorphous physiology, allowing you to grow new limbs and reshape your existing ones, flatten and expand like clay, stretch your body and limbs to several times their original length, absorb or quickly regenerate from various physical attacks, and transform into practically anything you can imagine.

Longevity [100cp/200cp/300cp]: It's very likely you're gonna have a lot of people trying to kill you over the course of your career, why worry about dying from old age as well? The first purchase of this power will guarantee you'll live for 150 years, and your health will be improved to the point where you could easily compete with young heroes and villains while pushing 80 years old. For 200cp your lifespan will be lengthened to about a thousand years and your aging will be drastically slowed to the point where you could be five hundred and look like you're only thirty. After spending 300cp on this power you'll gain both eternal youth and complete immunity to all the negative effects of the passage of time. You will also become immune to all mundane diseases and toxins and your mental capabilities will never decay with age. You could live for several thousand years and be just as capable, if not more so, as you were when you first obtained this power.

Energy Projection [200cp/300cp]: By spending 200cp you'll gain the ability to fire powerful blasts of laser or plasma from your hands, eyes, or mouth capable of melting through solid metal structures and welding together broken vehicles or objects. Spending 300cp instead will grant you all of the previously mentioned abilities plus the power to generate life support fields and simple energy constructs like weapons, shields, or creatures that can match blows with high-tech alien equipment and super powered individuals.

Enhanced Speed [200cp/300cp]: Move faster than a speeding bullet and defeat your foes though the power of velocity and quick thinking. Not only are you able to run up to several times the speed of sound and react just as quickly, you can also use your enhanced speed to increase the force of your attacks, perform complex tasks in seconds, run up flat surfaces or across water, spin your arms or body to generate vortexes, and accelerate your heartbeat to appear dead.

If you were to spend 300cp on this power, not only will you gain all of the aforementioned abilities but your movements speeds will be drastically increase to the point where you'd gain the ability to run up to a fraction of light speed, you'll also be able to vibrate fast enough to pass through solid objects and generate explosions. Keep in mind that traveling near light-speed is extremely difficult. At best you'll probably only be able to go up to Mach 40, fast enough to carry an exploding bomb from the center Las Vegas to the outskirts of the city in about a second, without any sort of help. But if you were to receive some kind of technological aid, or somehow tap into the Speed Force, you could vibrate fast enough to rearrange someone's molecules and travel around the entire earth several times in just a few seconds. Keep in mind that accessing the Speed Force is dangerous and you have a very real chance of being absorbed by it whenever you approach the speed of light.

Kinesis [200cp Each]: The power to manipulate matter and energy with your mind! Typically these kinetic abilities will have enough range to affect an entire city street or a large auditorium and the strength to destroy cars and severely damage small buildings, but if you push yourself you'll be able to affect an entire skyscraper in terms of strength and scale/range.

- ***Telekinesis:*** Lift, throw, and manipulate objects at will. With this power you could use everyday objects as lethal weapons or perform tasks that typically require several people all by yourself. You'll also be able to levitate yourself across great distances, affect people hundreds of meters away, and wreck an entire building with enough effort.
- ***Radiokinesis:*** Melt your enemies with nuclear fire and use radiation to become a juggernaut of destruction. You can shoot fire or plasma-like projectiles that are infused with variable levels of thermonuclear radiation and nearby sources of radiation will be completely harmless to you. With enough effort you can also absorb and manipulate nearby sources of radioactive energy, increase the strength and scale of your energy blasts, and even replicate any form of radioactive energy you've absorbed, including red sun energy...
- ***Pyrokinesis:*** Start massive destructive blazes or provide warmth for people who need it. You're able to spark large blazes, project huge pillars of fire, and manipulate existing sources of flame and heat. If you pushed your abilities to the limit you could easily burn down small towns or set towering skyscrapers ablaze.
- ***Cryokinesis:*** Create frozen constructs or freeze people solid with the power of ice and snow. Your powers will allow you to make things like ice slides, protective walls, and solid projectiles. You could even potentially stop a massive avalanche with a huge wall of ice, but the effort would almost certainly exhaust you.
- ***Hydrokinesis:*** Flood skyscrapers and summon giant waves from the ocean. You can create and manipulate water to smack away enemies with water whips, blow holes in wall with high-powers streams of water, create deadly whirlpools, flood sealed spaces to drown your foes, and perform other tasks or attacks to deal with various threats and obstacles.
- ***Geokinesis:*** Command the planet itself to do your bidding! You can shake things apart with powerful earthquakes, swallow up your foes with massive sinkholes, or call up a wide array of constructs out of the ground. Granted some of these feats may completely exhaust you but you shouldn't really have to worry about being tired when your enemies are buried under several tons of rock right?

- ***Electrokinesis:*** Give your foes a true shock to their system. You have the power to manipulate and generate electricity and electromagnetism. You can fire off simple energy blasts, disrupt magnetic fields, generate devastating beams of electricity, create EMPs, absorb electricity, manipulate magnetism with precision, and much more.
- ***Umbrakinesis:*** Why fear the dark when you can control it? You're able to summon up huge clouds of pure darkness to disorient your foes and provide both yourself and your allies with a quick means of escape. You can also manipulate existing sources of darkness to make them weaker or stronger depending on your current needs.

Elemental Physiology [200cp Each]: Transform yourself into a powerful elemental warrior! Whenever you're in this form you won't need to eat or drink, but you'll revert back to your human form once you've lost enough mass, sustained large amounts of damage, or just become exhausted. Elemental forms don't provide any significant boosts to strength or durability. You can have more than one physiology active at once if you purchase multiples.

- ***Radiation:*** Your body is composed entirely of deadly nuclear energy. Anything and anyone near you that's not properly shielded will either melt like a candle or suffer horrible radiation sickness. Your body can burn through pretty much any material in the world and the amount of heat and light you give off can provide generators with decades worth of energy. Don't worry about accidentally hurting anyone as you have complete control over your physiology so you can turn down the levels of heat and radiation you give off to levels safe for human interaction whenever you wish.
- ***Fire:*** Keep away any unwanted contact by transforming yourself into a raging inferno. While you may not be able to burn as hot as a nuclear reactor you can give off heat without also having to worry about radiation. You posses total control over the temperature of your flames so you could burn cool enough to lie in bed one moment and hot enough to set your whole house on fire the next.
- ***Ice:*** In case you ever wanted to literally be a cold SOB. You body is composed of tough, nearly un-meltable ice that can instantly freeze anyone who touches it. This could be useful for tricking someone into touching you if you change your temperature between interacting with an ally and being grabbed by an enemy. Also keep in mind that while you're very resistant to extreme temperatures you can still be melted by someone or something on par with a pyrokinetic or fire elemental.
- ***Water:*** Transform into a relaxing pool of water for your allies or a deadly vortex for your enemies. Your aquatic form grants your semi-intangibility, pseudo-shapeshifting, and the power to blend into existing sources of water. Much like an Ice elemental you don't have to worry about evaporating unless you come across an incredibly strong source of heat.
- ***Earth:*** Whether it's dirt, stone, or mud, you look as if the planet itself formed your body. You can resist incredible amounts of both heat and cold and being buried alive won't slow you down in the slightest, in fact you should have a much easier time burrowing through the earth whenever you're in this form.

- ***Electricity:*** How shocking! It seems you've become being of pure electrical energy! You can electrocute anyone and anything you come in contact with and you can also travel though anything capable of conducting electricity from water to power cables.
- ***Shadows:*** Spy on people from the dark, follow someone in their own shadow, climb up walls without being seen or heard, these are just some of perks of being a living shadow. Aside from your incredible aptitude for stealth you also possess the same semi-intangibility and pseudo-shapeshifting abilities as a water elemental, allowing you to shift between a flat shadow, a mass of darkness, and a humanoid sillohette.

Telepathy [200cp]: Overcome your foes with incredible psionic power! You possess the ability to mentally communicate with anyone nearby and reach out to minds you're familiar with even if they're countless light years away. In addition to that you can use your powers for sleep inducement, manipulating and invading dreams, forming psychic connections with people, reading minds, and probing memories, and sensing emotions. Initially you'll only be strong enough to affect one or two people at a time but with a few years of practice you can reach the point where you're able to read the thoughts of everyone in an entire city simultaneously. Despite the incredible potential of this ability there may be certain individuals who prove either resistant or completely immune to your powers because they possess either magic, technology, psionic might, or willpower greater than your own. Aside from your telepathic abilities this power will also help you resist mental attacks from other telepaths.

Mind Control [200cp]: Manipulate the weak willed with your superior mind! You can conjure up realistic Illusions to trick your foes, subtly manipulate emotions to make good allies turn against each other, temporarily incapacitate people with terrifying hallucinations, implant hypnotic commands in someone's mind that can be triggered latter, set up powerful mental safeguards that could fry a person's mind if they're about to reveal something you don't want them to, or even outright mind control people into brainless puppets so they'll obey your every command. Your powers are so great that very few people or creatures should be able to resist them, only someone with superior willpower, psychic strength, technology, or magic would have a chance at defying you. Because of the incredible amount of effort and focus you will need to use your powers, you'll only ever be able to affect about a dozen individuals at once without magical or technological aid.

Teleportation [200cp]: By opening up wormhole-like portals you can travel anywhere you're familiar with seconds. These portals can take you and small groups of people to any location you know by memory or can see in pictures, videos, or magical visions. The exact distance you can travel is practically unlimited, you could easily make a trip from earth to new genesis, escape the void of space by opening a portal back to your ship, or retreat from battle by teleporting back to your secret base. Pretty much the only significant limitation of this ability is that you cannot use it to travel to different universes.

Parasitism [300cp]: You can absorb life energy from people and other living things to empower yourself and restore your own body to it's prime. If your victim happens to have any unique genetic abilities you can copy them for a short period of time. You can easily kill people by draining all of their energy, but the more powerful someone is the longer it will take to drain them.

Possession [300cp]: You're able to jump into humans and other intelligent beings for short periods of time. While you're inhabiting someone's body you'll be able to control their every move and speak with their voice but you can only stay in control over someone for an hour at most and a few minutes at least depending on their willpower. Additionally some magic users or magical individuals may prove resistant or outright immune to this ability.

Super Science [400cp]: Technology is something a lot of people take for granted, unlike you hardly anyone ever stops to think exactly how a pyrokinetic super villain might be safely contained, or what you could use to reverse the mutation that transformed someone into a giant slim monster, or even what type of defenses a group of superheroes would need to protect their headquarters from killer alien robots. Fortunately your wealth of knowledge on both emerging and modern day technology is such that you can easily come up with scientific solutions to deal with supernatural dangers, such as building power suppressing super prisons, creating chemical concoctions that can rewrite DNA, and constructing powerful energy weapons that can blast alien threats into dust. Your genius mind will also allow you to build weapons, equipment, and biological compounds for yourself in case you decide you want to become a hero or villain. Right now you're basically as intelligent and ingenuous as Lex Luthor or Gorilla Grodd but there's nothing stopping you from learning more or increasing your intelligence using technology or genetic engineering. Keep in mind however that while you may be able to upgrade yourself or others using science, there's nothing preventing your augmentations from failing or causing more harm than good.

Magic [400cp]: Sorcery is a double edged sword, one that grants those who use it incredible power but always at a price that must be repaid. Most spells and rituals only require the user's magical energy or a few disposable trinkets, but major spells, ones that could make you equal to a god, would come with a much deadlier price. Regardless, choosing this power grants you talent and training in the mystic arts equal to that of Felix Faust, Tala, or Zatanna. Right now your possess enough skill to easily project arcane energy blasts, summon a few creatures or items, scry information from objects of importance, transmute individual people or objects, manipulate things with telekinesis, and perform various other feats. With practice and maybe a few ancient artifacts or a deal with a powerful entity you can grow the strength and versatility of your powers dramatically! Eventually, either after a lifetime of study, transcending beyond your current form, stealing magic from numerous other locations and individuals, or the acquisition of an incredibly powerful and dangerous artifact, you could become a magician on par with someone like Morgaine Le Fay, Doctor Fate, or Circie.

Adaptability [600cp]: Your enemies will have to think of new tricks anytime they fight you. Regardless of what it is you can't be beaten the same way twice. Get lobotomized by someone's laser vision? So long as you can recover from it you'll always be able to shrug off such an attack whenever it gets used against you again. Adaptations are permanent for the form you're in when you receive them. Any adaptation you develop will protect you against similar levels of damage in roughly the same area, so if Superman melted your brain with laser vision your skull would become immune to energy attacks as strong or weaker than Superman's heat vision, and if you managed to regenerate from a nuclear explosion your skin would harden to allow you to survive similar attacks in the future. Also if you you were ever hi by something like a magical fireball then you'd be immune to both regular and magical fire of the same strength or intensity as whatever spell you were hit by.

Items

Consumed and lost items will reappear/replenish after 24 hours.
Items can only be purchased once unless stated otherwise.
Companions cannot purchase anything that costs 600cp, discounts included.
Properties and facilities comes with a means to travel to/access them. They will also retain any modifications you make to them and spawn in appropriate but easily accessible locations post-jump.

Costume [Free]: A custom and stylish outfit that works with all your superpowers. You also get a spacesuit designed to look like your costume if you don't have the means to survive in other space on your own. If you have either the Scientific or Magical Power Source then you may integrate any superpowers you've purchased into this costume. You may also import any existing costume, outfit, or suit of armor (Powered or otherwise.) you already have as your costume for free.

Focus [Free/Optional for Power Source: Magical or Scientific]:
While having your superpowers be a part of your physiology is typically extremely useful, it can really suck whenever someone finds a way to rip your powers from your body or if you ever just feel like letting someone else do your job for a while. Fortunately with this fancy device you don't have to worry about any of that, any superpowers you've purchased may be integrated into this custom made focus device and you can choose whether or not anyone other than yourself is able to use it.

Personal Weapon [Free/Optional]: A well-forged sword, a one handed crossbow, a modern pistol. This is a reliable but mostly mundane weapon for taking on non-superpowered foes or individuals with unremarkable abilities. Regardless of what kind of weapon you purchase it'll be good for both lethal and non-lethal engagements. If you already have a weapon you prefer then you may import it into this option for free, granting it an alternate weapon form that you may freely shift to.

Cash [50cp]: Money, greenbacks, sweet moolah! The stuff that drives bad guys wild! While you may have enough funds to survive right now, there's no harm is making sure you're financially secure right? Each purchase of this option will net you $500,000 and while that may seem like a lot keep in mind that it doesn't replenish and you'll very likely spend it all quick if you don't have any other means to support your adventures or even your day-to-day life. Can be purchased multiple times.

Modern Vehicle [50cp]: Your own personal car, truck, or motorbike tailor built to your specifications. Useful for chasing after dangerous villains or escaping annoying heroes. This fancy ride is built with top quality parts and starts off in perfect condition, it also comes with a replenishing supply of fuel and spare parts for repairs. If you have an existing ground vehicle then you may import that to use instead, either granting the existing vehicle the properties of this option or making the new vehicle an alternate form of the imported one. Can be purchased multiple times.

Super Vehicle [100cp]: Whether it's an armored car or a bug shaped mech, this unique ground vehicle will definitely catch a lot of attention if you decide to take it out onto the streets. It comes with a set of front facing guns equipped with lethal and non-lethal bullets, a jet booster, and a computer with a video screen and communicator. You'll also receive a replenishing supply of fuel and spare parts for repairs. Finally, this thing should be able to shrug off most types of bullets your enemies fire at it, but high-caliber projectiles and RPGs can easily tear through it's armor or blow it to bits. If you have an existing ground vehicle then you may import that to use instead, either granting the existing vehicle the properties of this option or making the new vehicle an alternate form of the imported one. Can be purchased multiple times.

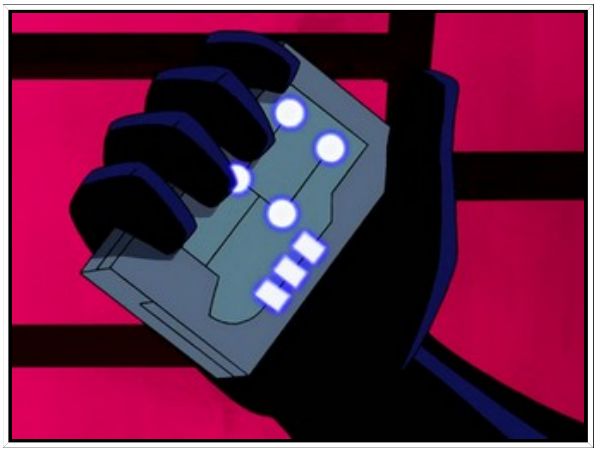
Mystical Mount [100cp]: I don't know where you got it, but somehow you've acquired a fantastic creature willing to ferry you around and aid you in battle. This thing could be a magic Pegasus, a giant squid, or an eldritch beast from another dimension, but it may only be about twice the size of a normal horse, as durable as an armored car, and as strong as an elephant. Regardless of it's appearance or origin this monster will faithfully serve your every command and can be comfortably ridden across long distances. You'll also receive a replenishing supply of food specifically meant to feed your new friend. If you already have a mount or rideable pet you prefer then you may import it into this option to use instead, either granting the existing creature the properties of this option or making the new animal an alternate form of the imported one.
Can be purchased multiple times.

Nth Metal Weapon [100cp] **(Free: Thanagarian):** A powerful piece of alien equipment. This melee weapon of choice cackles with high amounts of electricity from a small unnoticeable generator (It can be toggled on and off with but a thought.) It is stupidly durable able to even smack around powerful magic beings with relative ease due to its anti-magic properties. Like any weapon it's only as deadly as its user. Don't worry about it breaking down. It won't. For a bonus you can import any personal melee weapon you have for this little upgrade if you'd like.
Can be purchased multiple times.

Nth Metal Deposits [200cp] **(Discount: Thanagarian):** With an atomic number of 676 it's a useful material that can defy gravity and conduct incredible amounts of electricity. It's great at disrupting magical energies so I would advise against using it in magitech outside of as a limiter/disruptor. This deposit gets you enough refined pure Nth metal to make equipment for a whole platoon of soldiers. Plenty enough to work with right? It replenishes its supply once every month.

Invisible Aircraft [200cp]: A custom jet or similar supersonic aerial vehicle with the power to turn completely invisible to both radar and the naked eye. It also possess a simple auto-pilot and comes armed with machine guns and a missile launcher that fires guided projectiles. Despite being fairly large this plane can only carry a single pilot.

Mother Box [200cp] **(Free: New God):** An alien computer connected to the Source capable of interfacing with a wide array of machinery, projecting holographic images, providing information about topics known to the people of New Genesis or Apokolips, and creating portals between planets vast distances apart. This device is so advanced that it could reprogram a machine on par with Brainiac, but you have to directly attach the Mother Box to whatever it is you want it to interface with in order for it to work.



Phantom Zone projector [400cp]: A device capable of sending people and creatures to the pocket dimension prison known as the Phantom Zone. Once someone has been sent to this dimension it's almost impossible for them to escape, however you can also view and release any inhabitants with this device if you wish.

Drop-In

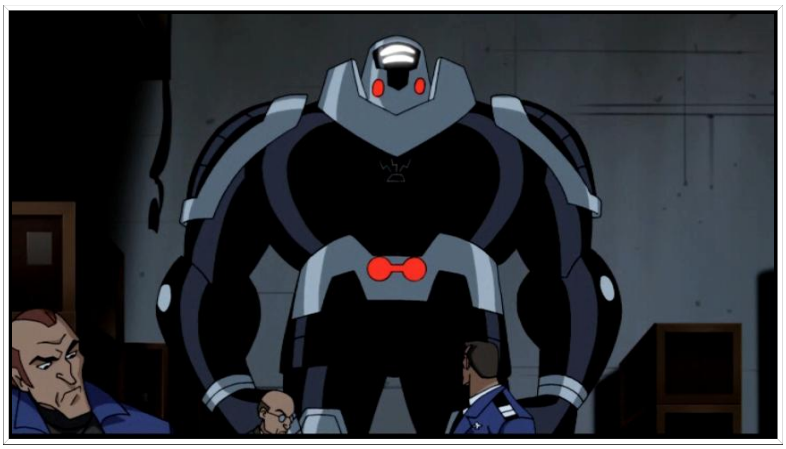
“25th Century Drone” is free. All other items are discounted by 50%.

25th Century Drone [100cp]: A small levitating drone from the late 2400's. This cute little machine comes with a biometric scanner, a hologram projector capable of showing videos and animated images in mid-air, a virtual library of detailed information that it can instantly look up, and even a fan strong enough to quickly blow away smoke. In addition to all these features this thing will also serve as your own ever exuberant cheerleader, offering praise and encouragement whenever it can.

War Wheel [200cp]: One of the Nazi superweapons invented by Vandal Savage in WW2.
A giant monowheel tank covered in spikes and armed with two heavy cannons. This thing will tear through even modern tanks and vehicles, but most superpowered individuals won't have any problem taking this thing down.

Tower of Jumper [400cp]: A seemingly mundane stone monolith that secretly houses a massive magical sanctuary. This sanctuary contains a huge library of arcane knowledge, living quarters for at least several people, containers and pedestals for magical artifacts, and a large ritual chamber set inside a seemingly endless void. This place is almost completely inaccessible from the outside, typically only the owner and anyone they allow access will be able to teleport into the tower, but the powerful magic defenses outside can be broken with anti-magic weaponry, or superior enemy magic.

Annihilator Armor [400cp]: Oh baby how did you get a hold of this! Despite looking like a rather plain suit of intimidating armor, the Annihilator is actuality a powerful living weapon created by Hephaestus himself. Normally this wouldn't become a thing until way into JLU, but you can get this bad puppy early. The armor is borderline indestructible and the more aggression, violence, and hatred it's surrounded by the stronger it gets. The only major weakness it has is Anti-magic weaponry, or people simply not fighting, rendering it no better than a high quality metallic body armor.
The armor is explicitly magical in nature and needs to wallow in aggression and hatred to truly shine. While it is designed to function on its own and fight at your command, you could pilot the armor yourself if you have the ability to possess either living beings or inanimate objects.



Dark Heart [600cp]: Ah, another item that normally can't be obtained till much later in JLU. But I'll give it to you NOW! This little miracle machine is practically indestructible from the outside and can convert any raw material into a rich black liquid deposit (Smells pretty nasty too.) that can be used to power itself and other machines for extended periods of time, using this liquid it can mass produce machines to convert more material into this liquid. This recursive production can snowball to the point it can overtake planets in a matter of months. Just a word of warning if left unchecked it could destroy entire solar systems, and exceedingly exotic materials can cause unusual effects even in liquidized form. Don't worry jumper! This one doesn't come pre-programmed, so you can designate it to do specific tasks or only convert a small area. There's a lot of potential in a conversion machine that can mass produce hoards of materials. For example you could have this thing produce water or gold instead of the black sludge it normally does, or feed it designs for more advanced machines and use it to forge a nigh-limitless army.

Forge Of The Gods [600cp]: Hidden deep within an active volcano, this is a fully stocked blacksmith's forge filled with tools and a replenishing stock of magic metal and other materials. This equipment will allow any sufficiently skilled craftsmen to forge weapons, armor, and other items powerful enough to destroy all manner of men and monsters, and even combat the ancient greek gods. Anything you make here with the forge's divine metal will be completely immune to damage from anything except anti-magic weaponry or sufficiently powerful magic. If worked by a blacksmith on par with Hephaestus this forge could reproduce things like the Annihilator and Wonder Woman's mystic armor, but items such as that may also require the creator to possess some fairly powerful magic of their own...

Hero

"Gadgets" is free. All other items are discounted by 50%.

Gadgets [100cp]: Lockpicks, explosives, throwing weapons, communicators, night vision goggles, a grappling hook, and pretty much anything else you could need to start a career as a vigilante like Batman or Huntress. If you wish you can personalize these gadgets to fit your theme if you have one.

Kryptonite [200cp]: A large rock of kryptonite, enough to either be carried around or used to create a kryptonite tipped personal weapon. While Kryptonite is mainly only useful for fighting Kryptonians it can also be used as a near-limitless power source for certain machines. This rock also has some special properties that prevent it from causing cancer or anything like that in both you and others. Can be purchased multiple times.

Jumper Island [400cp]: Ever wanted your own private getaway that doubles as secret military base? Well now you can have it! This relatively small piece of land is modeled after the island used by the Blackhawks, a squad of ace fighter pilots who fought against the Axis in WW2. The island houses an airfield large enough for six fighter planes, a small harbor, some barracks, and a high-tech vault big enough to store dozens of artifacts and other valuable items. Additionally there are complex traps and robotic guardians designs to fend off unwanted visitors scattered all across the island, and the vault is rigged with a self-destruct device in case someone actually manages to breach it.

Javelin-J [400cp]: This highly advanced beauty is, or rather will be, the cornerstone of the new Justice League's space fleet. It has powerful laser weaponry, missiles, and an array of other interesting features, but where it truly shines is it's absolute insane ability to fly in almost any environment be it in the air, underwater, into the depths of space, or even through wormholes. It's not exactly the most durable ship in the galaxy but its mobility is exceptional and it's fairly easy to repair. It's also highly fuel efficient able to go for months (Assuming you don't use the FTL function.) without refueling, there's even several key functions needed for extended travel such as a small sleeping quarters, food, space suits, artificial gravity, air tight indefinite life support and an advanced autopilot AI. This comes with a pilots manual on how to operate the ship and schematics to build more for cheap too. If you want you can Instead import a ship you already possess and give it the full Javelin feature package.

Green Lantern Ring & Battery [600cp]: Straight from the Green lantern Corps.
This ring grants you incredible energy manipulation abilities and signifies that you're a member of a powerful interstellar police force. Lantern rings are some of the most advanced pieces of technology in the universe, they can create solid energy constructs at the speed of light, project powerful energy blasts capable of destroying starships, surround people in energy fields that protect against massive amounts of physical damage and environmental hazards, allow the wearer to fly faster than sound in planetary atmospheres and faster than light while out in space, and even translate various alien languages. The ring is controlled via your thoughts and it's full capabilities are limited only by your willpower and imagination, however, you will not be able to surpass the Green Lantern's of this universe until after you receive your spark. Always remember that while your constructs can become incredibly powerful they are not indestructible and you will have to recharge your ring using a special Lantern battery whenever it runs low on power, which should typically happen at least once a week if used regularly. Additionally it is possible for someone to destroy this ring if they manage to catch you off guard and have a particularly powerful weapon.

Watchtower [600cp]: This is a full scale and fully furnished replica of the Justice League's second orbital space station. This thing can comfortable host hundreds of people and comes with built in teleporters, an infirmary, a fusion power generator, highly secure storage rooms, a fully stocked cafeteria, a private meeting room, and an elaborate command/communications center designed to coordinate large groups of people across an entire planet and between solar system.
The station also comes with a powerful energy cannon that is, in Martian Manhunter's own words, "a gun with the punch of a small nuclear weapon." This thing has been used to devastate a large city and create massive trench to cut off a swarm of alien drones. However as powerful as it is this weapon can only fire on planet based targets and it will completely drain power from everything except life-support for a full hour after use. Aside from the cannon the station has no exterior defenses and it's positioned low enough in orbit that it can be hit by ballistic missiles.

Villain

“Advanced Personal Weapon” is free. All other items are discounted by 50%.

Advanced Personal Weapon [100cp]: Despite what some people might think, energy weapons, magical artifacts, and other advanced devices aren't the realm of science fiction or fantasy. Whether it's a freeze gun, a laser rifle, an enchanted sword, or some other weird weapon, this thing will prove very useful against any mundane foe you encounter and it will even allow you to harm aliens or other superpowered individuals. Just like the regular personal weapon this thing can be used both lethally and non-lethally. If you already have a weapon you prefer then you may import it into this option to use instead, granting it an alternate weapon form that you may freely shift to.

Black Mercy [200cp]: An incredibly deadly parasitic plant that will instantly paralyze anyone it attaches to and slowly drain their lifeforce while the victim experiences their perfect fantasy world. It is extremely difficult to remove this creature once it's attached to someone, the victim would have to fight back with their own willpower while someone works to remove the parasite in the real world if they wished to have any hope of survival. This creature is so powerful it can penetrate the physical and mental defenses of individuals like Superman or Mongul without any effort.

Power Disruptor [400cp]: An extremely powerful device that can temporarily remove superhuman abilities. Aliens, metahumans, super-tech, and magical demigods are all vulnerable to the effects of this device and anyone hit with it will completely lose all of their superhuman abilities for several weeks. You could use this weapon to depower the entire Justice League if you wished. Pretty much the only things that won’t be affected by this weapon are creatures with powers comparable to gods.

Big Business [400cp]: Oh look at you, you have a business in whatever field or industry you choose that's valued at around 500 million in terms of net worth. Notable, but it'll be a while before you're able to compete with companies like Wayne Enterprises or LexCorp. Don't worry if you don't know how to run a business your assistant can run it just fine and is completely loyal to you. This assistant doesn't count against your companion total so treat them more like a pod character. If you import them at any point in the future then they'll just fill a companion slot as normal. You can import an existing companion into this slot instead, but if you import them to a different position they'll lose the assistant status and go back to filling a slot. The company's staff, infrastructure, and finances reset in each world you go to but all the information relat ing to your company and it's products will carry over in the form of physical or digital archives. Also you're guaranteed to find at least a basic staff and custom base in any jump with intelligent lifeforms no matter how ridiculous it may seem.

Materioptikon [600cp]: If the long name puts you off you can simply can this thing the dream machine, I know I will. This powerful device can give people ESP, telepathy, and dream manipulation, however the exact strength of these abilities will depend on the amount of energy a subject is exposed to while strapped to this device. At low power this machine can temporarily grant someone ESP strong enough to let them know what's in a deck of cards without seeing them and at it's highest power settings it can permanently give anyone incredible psychic abilities on par with those of Doctor Destiny, specifically dream manipulation powerful enough to trap people in deadly nightmares, and telepathy capable of projecting illusions and contacting people thousands of miles away. Additionally you won't have to worry about this machine frying anyone's brain, so feel free to empower anyone you wish.

Jumper Asteroid [600cp]: Located deep within a treacherous asteroid field, this intimidating extraterrestrial base is a replica of the of the secret fortress used by the super intelligent kryptonian A.I known as Brainiac. Although it's much smaller than the original this space station is still comparable to the Watchtower in terms of size and internal space and it's built in such a way that a single A.I can operate the facility by itself. While the exterior doesn't have any noticeable features, aside from maybe a gigantic image of your face carved into the rock, the interior houses a large hanger bay, numerous defensive drones, an imposing throne room, and a massive digital library containing information on the culture, history, inhabitants, and technology of over a hundred worlds, including krypton. If someone were to study all the archives in this station they would gain incredible insights into robotics, cybernetics, energy weaponry, space travel, A.I, and many other topics from countless space faring civilizations. Enough to build weapons and starships that can pose a serious threat to Earth and Apokolips.

Additionally this station contains a small fragment of Brainiac itself. The fragment is currently inactive and safe to handle, and while it would be possible for a smart enough individual to reverse engineer Brainiac's most powerful technology from this thing it would come at the cost of possibly awaking the copy of the A.I hidden inside and If that were to happen it would quickly attempt to possess whoever or whatever was nearby to ensure it's continued survival, replication, and improvement.
However someone would have to be as smart as Lex Luthor in order to even have a chance of reactivating this device. If you do manage to get it working however then you'll have a sample of the nanotech Brainiac uses to modify and posses living beings and assimilate alien technology. Aside from replicating the nanotech in this fragment you could also purposefully reawaken the copy of Brainiac stored within and try to use it for your own ends, but this really isn't recommended since it's a crazy murderous A.I that's only interesting in collecting knowledge. If you do manage to reawaken Brainiac it won't count as a companion.

Independent

“Personal Computer” is free. All other items are discounted by 50%.

Personal Computer [100cp]: A heavily encrypted laptop that you can use to store all your secrets and important info without fear of someone stealing it. Master hackers would go mad trying to break into this device, only something like a technopathic alien or electrokinetic energy being could steal your secrets off this thing.

Weapons Cache [200cp]: Guns, rocket launchers, grenades, and non-lethal weapons of all kinds, plus a few experimental energy weapons strong enough to knockout the likes of Martian Manhunter or Solomon Grundy for a while. There's enough here to equip a small army or keep you supplied for your whole career and no one will question where you received any of these weapons. Ammo for all of these weapons comes included, not much point in buying them otherwise right?

Quantum Vapor [400cp]: This large canister is filled with a mysterious mutagenic gas developed by Alva Industries that will soon be responsible for giving countless people superpowers during an event know as the Big Bang in Dakota city. This substance will randomly mutate anyone exposed to it, some people may gain the power to manipulate natural elements like fire or electricity while others could be transformed into super strong monsters or have their intelligence massively increased, however it's typically the people who are exposed to greater amounts of Quantum Vapor who develop more severe and monstrous mutations. It's possible to learn exactly what power someone will get when exposed to this mutagen but you'd have to be a super genius in order to figure it out. Also unlike the original Quantum Vapor this version won’t kill or horribly mutate anyone exposed to it.

Manhunter Squad [400cp]: A team of seven powerful Manhunter robots, the machines used by the Guardians of the Universe before the creation of the Green Lanterns. A single one of these deadly robots is strong enough to wreck and entire city street, and whole group of them can take on nearly the entire original Justice League. These things can fly, travel to distant star systems in hours, throw large vehicles with ease, and survive being smashed into burning cars or thrown through walls. They also wield powerful staffs that can project deadly energy blasts and are more than proficient at using them. Additionally these machines are very intelligent, one was even able to come up with a long-term plan to managed to fool even the Guardians. Don’t worry about these things betraying you, their loyalty is assured even if you decide to stop using them at some point.

Guide to Super Tech Theory [600cp]: This is some seriously dangerous stuff you're holding on to. These innocent looking books contain detailed information on the final project of the brilliant Professor Ivo, they explain a new type of nanotechnology that seems to combine several different branches of engineering, biology, and various other scientific fields in a way that should be impossible! With some extensive study you can figure out how to replicate this nanotech and create equipment capable of emulating supernatural powers from any source, be it magical, scientific, alien, anything! This science isn't exactly perfect however as you'll have to figure out the power in question before you can copy it, and that's not taking into account how to implement such a power, but that's is just the natural progression of super science. If you study hard enough you'll eventually be able to recreate Ivo's ultimate achievement, the ever evolving android know as AMAZO, an artificial being capable of instantly replicating the skills, abilities, equipment, and other properties of any living being it scans.

CADMUS Lab [600cp]: An advanced underground research and development facility filled with high quality equipment for biological research and a cloning lab that can produce both creatures and humanoids. This facility also comes with DNA samples and cloning data for Galatae, the Ultimen, and Doomsday. However while you may be able to produce these individuals fairly easily you'll need to make sure you have some means of controlling or conditioning them once they've matured. Finally there is a digital archive stored in one of the computers here that contains detailed simulations of conflicts between the U.S government and the Justice League, and while most of them result in the whole world being destroyed there a few simulations that result in a government victory, albeit with "acceptable" casualties. Clones you create with this facility will not possess the mental link drawback that Galatea had with Supergirl. They will also be completely stable and not experience biological decay unless you program them to.

._____.

Companions

While going it alone can be easier, more fun, or more profitable than it would if you had other people tagging along, having a group of like minded individuals around you to serve as either lackeys or backup can be very useful in a whole lot of situations.

Imported companions receive the superpower stipend and any powers or skills that come with their species regardless of whether or not you spend cp on them. (I.E, a group of eight companions that were imported as humans for free would still get 400cp to spend on superpowers.)

Jumper Robot [100cp Per Purchase]: Robotic doppelgangers designed to perfectly match your likeness. They possess a small fraction of your powers but they're not very intelligent and can't mimic your mannerisms very well.

Jumpers Assemble! [Free/50-200cp]: You can make up to eight of your current companions inhabitants of this world, granting them a background and a new human, humanoid, Gorilla, or Atlantean body for free. You can also spend 50cp in order to give an individual companion 600cp to spend, or pay 200cp to give all eight imported companions 600cp to spend on perks, items, powers, or a new species. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories, a new form, and the power stipend.

Comradery [50-200cp]: Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions gain 600cp to spend just like imported companions, as well as any superpower stipend they may receive from their species, and they cannot select drawbacks or purchase any companions options or their own. **This option also allows you to spend 200cp for the chance to take a single existing individual from this world with you on your adventures.** Only characters that have appeared either on the show or in the DCAU comics in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

._____.

Drawbacks

+0 drawbacks don't count toward total, You can add up to +1000cp toward your total.

Consistent Continuity [+0cp]: Normally I don't allow double dipping, gotta keep things interesting and all that, but if you've somehow already interacted with the DCAU setting before the continuity will carry over from where you left off. Since this might open a potential can of worms of colossal proportions depending on what you've done before. I'll let you decide exactly when you pop up in the time line as long as it's after your earlier visit(s).

Justice League Beyond [+0cp]: You know, if you're interested in staying a bit longer, I can easily arrange something. If you pick this option you'll remain in this world for about fifty years.
Long enough to experience the retirement of Batman and the decline of the Justice League.
If everything lines up right you should leave just before the start of Batman Beyond.

Alternate Universe [+0cp]: Oh, well, I seem to have miscalculated and sent you to a wildly different universe than the main one. They all kinda look the same you know? This place could either be only slightly different than the main universe, or it could be populated with entirely new heroes and villains and perhaps even set in a different time period. Maybe Batman chose a different motif for his costume, maybe everyone's alignments got switched, maybe you end up someplace with a team more like the JSA, or maybe you arrive in a universe that seems like it was ripped straight out of a bad fan-fic. Regardless of what world you choose the overall themes and amount of dangers you face will be pretty much the same.

- ***BAD END [+100cp]:*** OK, uh, I'll admit this was my bad. But I can turn this little screw up into something fun. You're going to land in a place where things went really, really wrong. Certain key heroes are missing, the league never formed, a hero being dead. Something that leads to a rather nasty future. Nothing a jumper can't solve. Oh you're going to leave? Too bad. You have to figure out how to solve it before you can leave. If you want you can even choose the bad ends seen in the show.

Painful [+100cp]: Everything just seems to hurt far more than it should, attacks that used to only disorient you for a few seconds can now leave you lying on floor stunned for nearly twice as long, and things that used to really hurt will knock you out cold for a short period of time. You definitely don't want to get hit by something you're weak to or don't have any resistance against anymore, you could be instantly taken out of a fight at best or painfully killed at worst.

Uncreative [+100cp]: You're not very good when it comes to variety. Expect for your attacks and tactics to fall into a routine, anyone with a mildly decent memory will be able to predict your every move. You'll have to completely exhaust yourself just to add a little variety to more to your extra small bag of tricks.

Rogue[s] [Gallery] [+100cp]: You seem to have attracted a particularly nasty foe who, for one reason or another, is quite the match for you. While most of your fights will likely end in a stalemate, or with one of you fleeing after an especially damaging blow, there may be a few occasions when you and your foe engage in a battle that only one of you can walk away from. If your rogue happens to die either by your hand or from some kind of accident, they'll just come back to bother you again later claiming that you only killed an imposter or that they simply faked their death.
This drawback can be bought up to three times. However keep in mind that having multiple rogues means they're likely to work together, and perhaps even ally with any other enemies you make.
Also for some reason other heroes tend to have trouble dealing with your rogue(s), even if they should be able to mop the floor with them.

Jumper AU [+100cp]: There are alter ego's of you across the multiverse. Some good, some bad, some with their own wildly unique personality. While none will ever be as powerful as you, they'll all be able to put up some sort of fight and you will run into your alternate selves on an almost monthly basis.

- ***Crisis of Infinite Jumpers [+200cp]:*** That Jumper spark is pretty awesome isn't it? In fact others kind of want it. Shortly after your arrival every alter ego will learn of this spark some don't care, others are curious of what it is, and there will be some that want that power at all costs. Expect for danger to ramp up and frequency of visits to snowball. You can always run but that only delays the inevitable
- ***There Can Only Be One [+300cp]:*** Apparently a single particularly evil alter-ego has taken it upon themselves to try and be the only strongest "jumper" in existence. Absorbing your other alter ego's into itself for more power. However this scales upwards to you mostly and it's only a third of the way done. I think it stands to reason to stop it before it sets its eyes on you. And despite everything it CAN absorb you despite resistances. Obviously if it does you'll lose the chain and it continues in your place.

Cloning Catastrophe [+200cp]: Either CADMUS or some other malevolent oranization seems to have it out for you. One way or another they have come across a sample of your DNA and managed to clone you! Luckily this clone only has your in context powers from this jump. They will send this clone after you at every opportunity when not doing missions for them. This one is only a bit pissed off to know of your existence, but it does consider you the fake one. If it's destroyed expect to see another one pop up that's even more hateful of you eventually becoming a raging ball of hatred itself should it die enough times.

- ***Attack of the Jumpclone [+300cp]:*** Scratch that it now has ALL of your powers and is now wildly out of control. It'll desire to humiliate and belittle you at every opportunity. While it has all your powers it lacks your charming personality. Don't be fooled though. It WILL go to great lengths to steal away your friends, family, possessions, and once it has it all your life will be the only thing it desires. Hope you're good at clearing your name.

Weakness [+200cp]: You're particularly vulnerable to a rare but easily reproduced substance. Expect for your enemies to lace it in practically everything in an attempt to kill you. If struck with it you'll find it hurts extra hard and is effective at smashing in your defenses. If ingested could make you terribly sick for weeks. (If you choose a normally common object, animal or substance it'll be some specific, hard to find variant that you're weak to but it doesn't stop it from being easily recreated in mass)

- ***Critical Weakness [+300cp]:*** Now just being near said substance will weaken you. Negating nearly all of your defenses, and draining you of your strength. If given a days time the exposure alone could kill you. God help you if you ingest it and you don't flush it out in time.

Bag of Spilling [+200cp]: Your powers are gone! Well not really. This just means your powers are just extremely prone to being suppressed or even outright stolen from you. While this doesn't sound so bad at first just remember this is a superhero setting where anything is possible. And considering the threats you face any perks you have could possibly be nulled or removed. Don't worry about your powers being gone for good should your stay end with them scattered around the world, whoever or whatever may be in possession of them by the end of these ten years will be dealt with in a way that sees them lose your abilities. For the purpose of this drawback any perks that are supposed to negate methods of stealing or draining your superpowers don't work.

Single Episode Superpower [+200cp]: Oh no! The Parasite's here and there's nothing the police can do to stop him but wait, here comes Metamorpho! Surely with the ability to transform into anything he can stop the raging villain! Oh, wait, no, he's been defeated too after a quick punching match. What's that? Somewhere across town Sinestro's fighting Batman, oh no, however will the caped crusader... wait? He won? Even though Sinestro's constructs can move at the speed of light and contend against Superman? How much prep time did Bats have? Anyway, I'm sure you're seeing a pattern here. While you may have all your powers from past jumps, and retain the ability to use them freely, once you reveal an out of jump power to solve an issue you'll completely forget about it the next time it could be used to provide an instant solution to whatever problem you're facing. You'll still be able to use these powers in regular non-important or non-life threatening situations, but whenever you encounter a situation that could be fixed via mind reading, laser eyes, or invisibility, you'll end up drawing a blank. This affects all versions a power you may have, so you can't use super strength from one outside perk or alt. form then use it again from another. Your skills, items, equipment, symbiotes, etc. will remain unaffected. Only things that are innate powers or supernatural abilities will be restricted.

- ***Silver Age Super-Whatever [+300cp]:*** Huh, ok, now you might have a problem. In addition to your innate powers and abilities being blocked after a single important use, any out of jump items, equipment, skills, accessories, augmentations, etc. will completely disappear after using them to accomplish whatever goal you may be using them for at the time. If you were to develop a cure for a deadly magical virus you'd be a total lose for what to do the next time such a threat came around. After using your new invisible jet to infiltrate some secret compound the vehicle would disappear never to be seen again. And once you've used your emotion sensing powers to figure out how to calm down the rampaging monster, neither you nor anyone else will think to use those powers ever again.

Doomsday [+800cp]: Really? Another super powered freak that adjust to your powers? And has its eyes exclusively on you? At least the other one's polite. This one's just a raging mindless beast that doesn't really care what destruction it causes. Worst part is it will never stay dead and it'll always come back completely immune to whatever you used to kill it the last time. You'll have to have to fight this monster at least once a year, give or take a few days depending on how you killed or trapped it during your last encounter, and whenever it shows up it WILL demand all of your attention regardless of what you may be doing at the time.

A.M.A.Z.O. [+1000cp]: I don't really know if it's a good idea to take this but if you really insist. This is probably one of if not the most powerful character in the series and he really, REALLY doesn't like you. Expect to have one hell of a fight. As he will do anything within his power to counter act everything you throw at him. Can copy any power set he scans as well hope you have something that prevent power copying. Scratch that lets hope you have every resistance in the multiverse to survive his wrath because you'll need far more than luck to survive let alone win.

._____.

Scenarios

Before you head out, let me ask you something, do you have any idea exactly what you're going to do while you're here? Yeah I know you'd probably find something or someone interesting to do, but ten years is a long time and believe it or not you won't have to fight for your life or overcome some incredible challenge every single day. Why not take one of the scenarios below to give yourself something to do while you're here? Oh, and by one of the scenarios I do mean **pick only 1 scenario.**

++++++++++++

"A League of Their Own"

Why should the Justice League be the only team of superheroes out there protecting the world? What if they turn evil? What they all get killed? What if someone else wants some of that sweet fame and praise they're all soaking up? Whatever the reason you've decided to create your own team of superheros and if you want to succeed not only must you keep your group together till the end of the jump but you'll also have to get it accepted and trusted by the government to the point where a national leader could directly contact you and ask you to defend their nation from supernatural threats. Oh, and before you get any ideas, you must have at least seven individuals native to this world, who also weren't directly created by you, on your team in order to win the scenario.

Reward

As a reward for gathering together such an impressive force you may take one of your heroic allies with you as a companion for free. Additionally anytime you lead a team of superheroes, or some similar group of vigilantes, you'll quickly find yourself being declared a legitimate organization by the local authorities.

++++++++++++

"I Am Legion"

So, the heroes are are gathering together. How fun. You know what this means for villains like you right? A much more difficult time trying to earn a dishonest living. Maybe you should even the playing field, form your own team of supervillains? No I don't mean gather a bunch of disposable lackeys, I'm talking about convincing a bunch of criminals and psychopaths to work together for mutual profit. I know it won't be easy, you'll have to ensure that your little legion of doom survives till the end of the jump with no one having died, betrayed you, or been left to rot in prison, but I assure you the reward will be well worth it. Also, just like the "A League of Their Own" scenario you must have at least seven individuals native to this world on your team who also weren't directly created by you.

Reward

Huh, oh yes the reward! You can take any single one of your villainous cohorts with you as a companion for free and from now on whenever you create an organization it won't fall apart due to treachery or infighting. What? You expected more? Oh please you're efforts were barely even worth this.

++++++++++++

"A Better World"

You know, there just so happens to be an election coming up soon. The next U.S election to be specific. Maybe you should run? If you do decide to enter the race you'll have to compete against someone who has just as good a chance as winning as you do, maybe it'll be Lex Luthor, or maybe it'll be some extremely rich and charismatic politician you never noticed before. Regardless, if you somehow manage to win the race and get elected you'll need to successfully complete at least one term without the country falling apart or being conquered and by the time you leave office you must have the approval of the majority of the country.

Reward

After you leave you'll have a fully furnished copy of the White House attached to your warehouse that you can place anywhere in any future world you visit. Aside from all the luxurious furnishings you'd expect to see, this White House comes equipped with both interior and exterior defenses strong enough to hold back a small force of mundane individuals as well an underground bunker designed to withstand nuclear war and viral pandemics. The building also comes with a staff that seems to appear and disappear whenever you need them to cook, clean, do maintenance, provide security, etc. Any modifications you make to your White House will be retained across jumps but the staff will always remain the same regardless of what you do to them. In addition to the White House you'll also find yourself having a better chance at winning whenever you decide to run for a public office.

++++++++++++

"Starcrossed"

About a year from now, earth will be invaded by a massive Thanagarian force intent on destroying the planet. Despite what you may think, these aliens are not evil, they simply wish to defeat another far more malicious alien force know as the Gordanians and ensure the safety of their people but unfortunately for humanity earth just so happens to lie in the path of a hyperspace route that'll allow the Thanagarians to strike at the Gordanian homeworld, and the Thanagarians are more than willing to destroy earth and everyone on it to save their own people. While the conclusion of this conflict should be obvious I'll leave the exact details a mystery in case you don't want to be spoiled. When the invasion occurs pretty much everyone will be prepared to take a side, but maybe you can figure out a way to ensure that both species prosper? If you can somehow neutralize the Gordanian threat, ensure that the Thanagarian's aren't conquered, and see to it that neither earth nor humanity are harmed by this conflict, you will be able to avert an interstellar crisis and earn the favor of a powerful alien empire.

Reward

As thanks for helping save their people, the Thanagarian's have decided to give you a copy of the starship used in their invasion of earth, a massive battleship several times the size of the U.S capital building bristling with advanced energy weaponry, a shield projector that's able to cover a city sized area, equipment capable of disabling and hacking modern earth level tech on a global scale, and enough vehicles, equipment, and supplies for an army large enough to occupy several major cities. While the ship doesn't come with a crew it's been equipped with various automated systems that'll allow it to run in standby mode until you can gather enough people to run everything. There's also a Thanagarian officer who's taken a liking to you and wishes to accompany you on your future adventures. While this individual isn't as skilled as Hawkgirl, they have a full set of Nth metal equipment and are very eager to face new challenges.

Epilogue

Well, looks like we've made it to the end. Or at least the end of this adventure. I hope you had fun and managed to achieve whatever it is you wanted to do. If you didn't, well, it's not like the world's going to end anytime soon. Anyway, now that you're here you have the option to either **Go Home** back to your original universe, **Stay** in this universe for the rest of your life (Barring any inter-dimensional travel shenanigans obviously.), or **Move On** to another world for more adventures.

Whatever option you choose, just remember that stories like these, ones filled with Superheroes and Supervillians, are never truly over. The world needs heroes and people to oppose those heroes, so I'm certain that somewhere out in the vast multiverse you'll encounter some of the familiar faces, places, and events you've seen here again.

Notes

- Your background and how exactly it shapes up is up to you. What items you have and what companions you buy will influence how your background influences the world. The more CP you spend to give yourself stuff the larger the impact on the world you'll have. So don't be surprised if you're a major power after blowing 2000cp for stuff. The only time this doesn't really apply is with drop-in, assuming you didn't choose Retroactive Intuition.
- If you chose Retroactive intuition while Drop-In you have the option for it to either just be a huge knowledge boost on the settings history, customs, and nuances of a world, or a pseudo-background where you had already had 400+ years worth of interaction with the world as a jumper. It’s up to you. Be careful with that second option though you'll have to contend with history majorly shifting due to your influence and it will also conflict nastily with the Consistent Continuity drawback.
- Retroactive Intuition will not grant you any additional practice or experience with purchased skills or superpowers.
- Kryptonians gain their powers by absorbing yellow sunlight/radiation. Usually all you have to do to keep yourself charged is go about your day normally, but if ever have to over exert yourself or get into a particularly tiring fight you may need to stay out in the sun for a little while longer than usual. Additionally you don't have to worry about suddenly losing your powers at night or out in space unless something especially disastrous happens to you. Finally if you happen to encounter something that mimics yellow sunlight, like a miniature artificial star, you can recharge from that too.
- For “Big Business”**,** You can import a companion into the role of Assistant who will gain all the benefits to running a business supernaturally well. However if at any point prior they had been imported they won't gain the non-companion companion benefit.
- The “Guide to Super Tech theory” books are for high end geniuses only. Don't take this if you don't have the brains to handle it. Even if you bought both the Gifted Intellect perk and the Super Science power It would take you about ten years of constant effort to recreate AMAZO. Also the Android's tech doesn’t really understand chaos magic, conceptual target based attacks, or reality warping magic, but if you're clever you can replicate something similar by using good old fashioned super science.

- The fragment of Brainiac that comes with the Jumper Asteroid is as difficult to awaken as it was in the show, even Lex wasn't able to reactivate the piece he found by himself and had to resort to using magical assistance in order to get any information out of the machinery. Fortunately you don't have to worry about your fragment not working, just keep in mind that you'll need either a way to extract the nanotech from the fragment without awaking Brainiac or some fairly strong defenses to keep the evil A.I at bay. Or if you're extremely confident in your persuasive skills, you could just let Brainiac merge with you and then attempt to form a mutually beneficial relationship with it, but this really isn't recommended for hopefully obvious reasons.
- The Jumper Asteroid doesn’t contain any knowledge that would allow you to replicate the Dark Heart, Nth Metal, Mother Boxes, Green Lantern Rings, AMAZO nanotech, or anything related to magic.
- Demons will no longer be bound to their host post-jump and your demon body will become an alt.form that you freely switch too.
- Post-jump both Kryptonians and Martians will lose their weaknesses to Kryptonite and Energy respectively, but you can still be harmed and weakened by Red Sunlight and telepathic attacks until you find some way to overcome these weaknesses. Either through perks or a different method.
- By default any powers you gain from an alt. form will only work while in that form, and any weaknesses that form may have will also only apply to that form as well. However you're free to overrule this for your own enjoyment or come up with perk combos to overcome it.
- The Martian and Kryptonian weaknesses are drawback/fiat enforced only during the jump.
- If you're an Atlantean you won't need to submerge yourself in salt water to heal post-jump.
- New Gods can still age but the exact specifics and limits of their lifespans are left vague in the DCAU.

- Additional notes on power sources.
    - Magical makes it difficult for people to block or remove your powers, typically they'll need to to reflect your powers back at you or use anti-magic artifacts, but also makes it almost impossible for you to modify your abilities or fix magical problems on your own since magic is old and really only likes to work certain ways. This allows you to share your magic powers regardless of their source. As the previous example explained this can be though teaching people spells, transforming them into magical creatures, or giving them the artifact that grants you your superpowers.
    - Scientific makes all of your powers easy to fix and modify, since you could rework the cybernetics or retailor your genes, but also makes them easy for enemies to block or remove since they'd just need to build something to fry your tech or suppress your powers. You can also share your superpowers regardless of their source. As the previous example explained this will grant you specific knowledge to replicate whatever it is that gave you your superpowers. You could create copies of the mutagen that changed you or let one of your friends use the cool super-tech staff that shoots lasers and lets you fly.
    - Spiritual makes it so that your powers can't be blocked or removed by magic or technology and can get temporary boosts to your physical abilities. I.E, if you purchase a superpower like X-Ray vision or Telepathy you can use it on anti-x-ray tech, or telepathy resistant magical beings.
    - Innate makes it so your abilities can get slightly stronger or develop more applications as you get older, and you have the choice to either open them up for genetic tinkering or make it so no one clone or reverse engineer your DNA that has the powers from this jump. Obviously this ability is temporarily suspended if you take the "Cloning Catastrophe" drawback or "Attack of the Jumpclone".
- For the Scientific power source you can only modify the basic appearance and functionality of your powers. For example if your picked Flight you could change your source or means of locomotion, or if you got Energy Projection you could change the color or type of your projectiles, or where they were projected from.
- If you pick both the Magical and Scientific powers sources then the negatives will cancel each other out, leaving you with powers that are difficult to block and remove, and also easily fixable or modifiable.

- For Enhanced Speed. When it says, “receive some kind of technological aid”, that was taken from the episode where Green Lantern made a construct from earth to the sun for Flash to run on, and he was able to go past Mercury about six minutes. So if you put in enough effort you could invent something that makes it easier for you to increase you speed. Picking Enhanced Speed 2 and either Gifted Intellect or the Super Science power will allow you to figure out the Speed Force more easily, but you'll never be able to reach comics level of bullshit to travel several times faster than light or run through time.
- Post-jump you no longer have a chance of being absorbed into the Speed Force.
- Natural Toxin 2 will allow you to poison guys like Superman or Martian Manhunter if you can pierce their skin, but they and others like them should easily be able to resist or heal from your toxins unless you have some perks or powers that boost toxicity effects.
- For the sake of not being completely broken, the Green Lantern ring you can buy is capped at around feats displayed in the show. Some of the best of which include;
    - John creating a simple bridge from earth to the sun with seemingly not an extreme amount of effort.
    - John absorbing the lead Manhunter robot after it had merged with the Central Power battery on Oa.
    - Protected Batman when he crawled into a nuclear powered superweapon.
    - The rings apparently having enough power to destroy a planet if they hit a geologically unstable area.
    - Regular displays of being able to fly great interstellar distances in a few hours or days at most.
    - Green Lantern towed the original Javelin, “half-way across the galaxy”, though it consumed nearly all the power in the his ring.
    - Protected Green Lantern and several other members of the league from being erased from time after Vandal Savage altered history.
- Super Science will let you easily build all of advanced technology found on earth and used by the Justice League, such as energy weapons, space habitats, teleporters, mutagens, power armor etc. Alien technology and unique inventions or abilities like can also potentially be replicated, but you’d require some kind of copy or sample to work with in order to perfectly reverse engineer it.

- Magic will allow you to achieve all of the feats below.
    - Project energy blasts from your hands or eyes that are strong enough to harm Etrigan and Wonder Woman, or severely damage buildings.
    - Create simple energy constructs like bridges that are long enough to connect distant floating platforms, or shields powerful enough to protect you against hostile magic and other forms of damage for a while.
    - Teleport yourself and others across a planet or to nearby dimensions with some effort.
    - Use transmutation to turn one item into another or turn people into monsters, animals, children, etc.
    - Extend your lifespan to the point where you could eventually grant yourself eternal youth and immortality.
    - Animate statues and other objects.
    - Summon items and monsters like a small group of orcs, a giant worm, a colossal golem, gargoyles, and other nasty things.
    - Fly and levitate faster than you could run.
    - Use telepthy to manipulate emotions, project realistic hellucinations, and read memories.
    - Heal injuries.
    - Place curses and enchantments to ward away enemies or create magical items.
    - See what you normally wouldn't be able to using clairvoyance/scrying.
    - Extend your reach and toss furniture with telekinesis.
    - Conjure and manipulate natural elements like fire or ice.
    - Make illusionary duplicates of yourself.
    - Project thoughts and images in mid-air.
    - Seal away demons, ghosts, monsters, and eldritch abominations.
    - Reanimate the dead into zombies through powerful rituals.

- Even for individuals like Circie and Morgaine Le Fay, the vast majority of magical feats in the show do not go beyond building level in terms of strength and range. Powers such as telepathy and teleportation have a much longer range, able to reach interstellar and interdimensional distances, but even at your strongest most everything else will be limited to city level. However you can go beyond this limitation and affect an entire planet if manage to acquire enough magical energy to equal that of the entire world's population.
- Buying both Gifted Intellect and Super Science will greatly increase your ability to understand and reverse engineer technology.
- Archives with answers for various questions:

  https://boards.4chan.org/tg/thread/59735378#p59746093

  http://archive.4plebs.org/tg/thread/55924949/#q55924949 (Outdated Version)

  http://archive.4plebs.org/tg/thread/55931864/#q55931864 (Outdated Version)
- If you have any suggestions for powers, skills, items, or scenarios please yell them at me.