



by RikolsLoveRikolsLife & Jace Spicer

Introduction

The Suicide Squad is a 2021 movie written and directed by James Gunn and produced by DC Films. A "standalone sequel" to *Suicide Squad* (2016), and in theory part of the DCEU. For the purposes of this Gauntlet the 2021 namesake will be the primary source and canon, the 2016 film, 2022 HBO Max show *Peacemaker*, and 2020 film *Harley Quinn: Birds of Prey*, will be considered secondary sources and canon wherever they don't contradict or undermine the primary. Other DCEU content is 3rd party at most and only canon at your discretion.

In the infamous Belle Reve Correctional Center powerful criminals including many dangerous metahumans are housed and coerced into participating in unsanctioned covert ops missions under the direction of the warden Amanda Waller in exchange for a theoretical reduction of their sentences. With rare exception the vast majority of these criminals die on these excessively dangerous and poorly executed missions, many on the first day out. You now find yourself a part of this suicide squad.

Gain 0 CP

Location: Terrebonne Parish, Louisiana.

Mode

- **Gauntlet (default) - Free:** You've been assigned to Task Force X and are required to participate in their missions for the duration of your time here. You aren't assumed to be an inmate by default, but that's not to say you're free to go, or in any less danger. Unless a drawback says otherwise the Gauntlet requirements will be considered complete once you've successfully finished 10 missions. **Rewards** will be available at the end of the doc.
- **Jump (lame) + 1000 CP:** You can go do whatever you want in this world I guess, keep your shit, but don't expect any rewards.

Sentencing

Just 10 successful missions? Seems a little easy doesn't it? How do you expect to die that way?

Here are some conditions to fix this dilemma, you can mix and match them as you please, I suggest taking the whole lot.

- **Chipped (mandatory for Gauntlet Mode) + 0 CP:** Whether you're an inmate or not Waller is excessively paranoid even at her calmest, and she's going to chip you one way or another. In your case this isn't only an implanted explosive you're incapable of removing that can and will kill you if it's activated, but with its inclusion you lose access to all out of doc forms, items, and abilities that couldn't be found in a Body Mod. You don't have any choice but to play along for your time here.
- **Beautiful + 100 CP:** To your mother, maybe, if she didn't toss you out. You look noticeably inhuman or disfigured and you'll never be able to completely hide it. Technically I guess some people could be into it, but I guarantee you the majority will not be. Kinda hard to hide who you are too.
- **Concerning Rumbling + 100 CP:** Whether you have special abilities or not, your body is abnormal, not visually necessarily, but no one is going to go long without noticing anyways. You have a rather peculiar and troublesome condition that afflicts you at least multiple times per day, it might be an interdimensional virus that causes you to swell up

until it'd eat you from the inside out unless you expel it, or it could be an insatiable hunger for flesh that'll compel you to attack any nearby source if you don't keep it well sated.

- **Your Mom + 100 CP:** A manifestation of childhood trauma? Side effects of an experiment gone horribly wrong? I couldn't say but either way for the duration of your time here you'll suffer from a persistent hallucination that causes you to see someone you personally despise and fear everywhere, in everyone. There will be few moments of peace from this.
- **Smaller Bullets + 100 CP:** Sometimes it feels like there's a billion badasses out there, and you definitely come across your fair share. With this kind of volume it was inevitable someone would try to steal your shtick, and they're not half bad at it. No matter how incredible your skills or special your gimmick, at least a few times while you're here someone will show you up in the things you're most proud of.
- **Failure Isn't An Option + 200 CP:** You wouldn't really be a successful task force if you failed your objectives half of the time would you? Every failed mission now subtracts from your total wins, meaning you'll need more before you can leave. If you didn't have a win requirement to leave before, you do now.
- **Outside Interference + 200 CP:** It wouldn't be a stretch to say few missions go without a hitch, but this is a tad extreme. It feels like almost half the time some unforeseeable circumstances make your mission objectives much harder to achieve than they already were. Whether it's a coordinated escape attempt (doomed to fail), sudden warzone, or some kind of bounty hunter after someone on your team, possibly yourself.
- **Fairly Expected Betrayals + 200 CP:** I hope you didn't forget that you're on a team of highly dangerous and treacherous criminals. Honor among thieves is dead, some of your teammates have a penchant for abandoning the mission, trying to get one over on Waller or make a deal with her that screws you over, anything to get themselves out of this shitty situation. This can range from something small like sharing information with the enemy, informing them on where and when you might be arriving, to something really heinous like trying to maim or murder you. Be cognizant.
- **Incarcerated (requires Chipped) + 200/300 CP:** My mistake, you actually *are* an inmate. You still have some basic human rights, you can freely interact with inmates of your gender/s for much of the day, and even have access to privileges like a rec room and a bit of sunshine in the day as long as you behave. But you're still under heavy guard, and I'm afraid it's not so simple as 10 successful missions anymore, before you can start on that you have a triple life sentence to work off, 10 years per successful mission. If you didn't have a win requirement to leave before, you do now.

For **300 CP** instead you've proven too dangerous for so many luxuries. You're held in secure containment designed for you and your abilities specifically, and you'll see little if any interaction with your fellow inmates outside of missions, and no real access to privileges like sunlight. You could still earn some goodies for your cell with successful missions at least.

- **Suicide Mission + 300 CP:** This should practically be required, I mean sure you can get pretty strong here if you try, but that just means we have to up the ante. At least once every 5 missions or so you'll have a mission completely out of scale for what you're equipped to deal with, unless you have several teammates working together and really pulling their weight you *will* die, you're just not cut out for this shit.
- **Hidden Objectives + 300 CP:** Waller rarely leaves all the cards on the table, your missions will surely be no exception. Occasionally on a mission she'll give you an extra objective that'll not only complicate the existing objectives, but put you at odds with at least one of your teammates, often to deadly results. If you fail or refuse to complete this objective the whole mission will be counted as a failure towards your total tally. If you didn't have a successful mission requirement for leaving before, you do now.
- **Annoying Do-Gooders + 300 CP:** There are going to be times when Waller sends you on missions that have you come into conflict with the "heroes" of this world, and you're lucky enough to get these kinds of missions more often than not. Enjoy chase scenes with the Flash and rooftop fights with Batman, now you have to worry about Leaguers and their ilk popping up and getting in the way on a regular basis. Waller doesn't care if Superman himself pops up either, she expects you to complete your mission. At least they're less likely to kill you, on purpose, usually.

Unique Set of Abilities

Everyone's on this team for a reason, what's your tragic backstory? One **100 CP** ability is **Free**, and one at each of **200 CP**, **400 CP**, and **600 CP** is discounted to half.

- **Pretty Face - 100 CP:** You're blessed with a form a lot of people find appealing. Of course most of them will be creeps, crooks, or both, but I'm sure you can find a way to make this useful.
- **Style Points - 100 CP:** All your long hours of training in front of a mirror have finally paid off, even the most complicated maneuvers you could perform normally anyways can now be done with showy poses, flips, twirls, and unnecessarily behind your back. Why did you practice this instead of getting better at doing those things normally? I'm sure you have your reasons.
- **"Peak" Human - 200 CP:** You break world records in several physical categories, primarily ones that relate directly to combat, and at least meet most of the rest. You'll find this is

more common around here than you'd think, and chances are you'll find someone better than you at some of these things anyways, even though they "don't have powers". Buy hey, better than being left behind.

- **Some Kind of Freak - 200 CP:** Spawn of an underwater deity? Princess of a lost race? Horrid experiment? Space elf? You're something not normal, and that's okay. You may or may not look different on the outside, but on the inside you have a few clear advantages over normal humans like an extended lifespan, adaptations to a dangerous environment, or a set of deadly natural weapons. You can also treat any other purchases here as the result of the biology or culture of whatever kind of thing you are, and if it's purely aesthetic, or not a clear advantage over humans, you can go as wild with other weird little details as you want.
- **Transformation Sequence - 200 CP:** Suddenly in a flash, or a puff of smoke, or a slow bone grinding growth, you've changed completely! On its own, this basically just lets you get an alternate form within normal human possibilities, or whatever the range is for what you are, but you can if you wish tie any other abilities or forms you possess into this ability, and when the transformation isn't active it's as if you don't possess them at all as far as anything can tell. I'm sure they'll never see it coming.
- **Gimmick - 400 CP:** It takes more than a pretty face to stand out, you need something truly unique, a style to really call your own. You've mastered the use of a particular kind of weapon, baseball bat, boomerang, javelin, even a length of rope, no matter how impractical it might normally be, with it in your hands you can go toe to toe with the best of the best. No one will ever be better than you with your gimmick weapon, Batman might still kick your ass but he won't be doing it with a yoyo, unless he practiced for a while first.
- **Mook Master - 400 CP:** Gaggles of generic zombies, alien headed weirdos, or human puppets, one of these will be like a calling card for you from now on. Through methods best left unsaid you're able to convert completely helpless people into loyal minions with physical contact. They're not really made much stronger by this, at most becoming **Some Kind of Freak** of a generic sort, and they're not especially bright either, but they have no concern for their own safety and follow your orders without question. What's a villain without some freaky followers?
- **Soaring High - 400 CP:** Is it a bird? A plane? I hope you figure it out before you smack into it. You're able to float off the ground and even accelerate through the air without worrying about aerodynamics or reaction mass or any of that other boring stuff. You can accelerate about as fast as you can run, and reach speeds a few times faster than you can sprint if you push yourself in a straight line. Doesn't come with any powers to help you with the troubles of flight, except some resistance to your own g-forces. This is actually pretty useful if you're good at watching where you're going!

- **Meathead - 400/600 CP:** You're a really strong son of a bitch, you can treat grown men like toddlers, tossing them around like ragdolls, casually kill them with your bare hands, twist steel bars, crack concrete, and easily leap over a dozen feet through the air. You're tough enough to tussle with any land animal, somewhat resist small arms fire, and ignore moderate flesh wounds, good luck against a proper infantry platoon though.

For **600 CP** instead you play with some of the big boys, you can charge a man down faster than he can run, and easily leap several stories through the air. You're strong enough to treat human bodies like wet tissue paper, tear apart monstrous flesh tougher than steel, and knock around common vehicles like bowling pins. Your body is tough enough to shrug off even the largest infantry weapons and hits from kaiju sized beasts with little to no injury. However I promise you there are things that eat folks like you for breakfast.

- **Force of Nature - 400/600 CP:** Majestic and powerful, like ancient spirits and magical forces you have influence over a natural element of some kind. You might generate blasts of fire, ice or lightning, or maybe manipulate existing sources of water, wind or plantlife. Do you have some kind of ecological agenda? Alien curse? Either way you can generate or manipulate enough of your element to blow away or burn up normal humans in a moment, or wreck a small room in seconds.

For **600 CP** instead you can embody this element on a more serious level. You're immune to normal sources of it, and can manipulate it as finely as your own fingers or better with practice. The amount you can generate or manipulate could devastate small crowds of people in a moment, or bring down a small building in minutes. Try to go out in a flashy way if you can, it'd be kind of a disappointment otherwise.

- **Deadly Dots - 400/600 CP:** Laser eyes! Sonic screams! Polka dots! One of these or more could be yours. I don't know if you're some kind of alien or the subject of a dreadful experiment, but your body is somehow able to project destructive energy in a roughly predictable way you can somewhat direct. With practice you could cut people in half, melt through cars, or knock down walls. The form is fairly preset but you have control over the output, and with practice it could operate at a good range or over a decent area.

For **600 CP** this is much more destructive, whether through sheer explosive output, acting through some exotic force that allows it to eat through normal matter, or otherwise getting around normal defenses, it can blow through most materials and even seriously injure a **600 CP Meathead** if they're caught by a blast. You will be feared I have no doubt, of course everyone reacts to fear differently.

- **Deadliest Shot - 600 CP:** In your hands anything is a deadly weapon. Your father was a soldier who trained you to kill from the moment you were born. The best fighters around can do amazing things like dodge bullets based on timing the aim of the weapon, and predict groups of ordinary fighters well enough to take on multiple at once and come out

on top. But the best of the best, like you? You can time the aim of a firearm well enough to deflect their bullets with your own, hit a bullseye with two deflections off other surfaces, and generally outdo any reasonable world record in mundane combat.

- **Brilliant Scientist - 600 CP:** You're not just some common criminal, you have a PHD for goodness sake! Or maybe you would, but THEY don't understand your genius? You're at the top of your field, and hey maybe some of what got you there was "unethical", but it's all been worth it. You've engineered an entirely new field of technology based around one of the other **Abilities** on this list, any one of them. You might make suits and guns that have incredible elemental aspects, or imposing mechs and power armors, maybe even "wands" capable of swaying some weak minds? Along the way you've picked up a number of other little tricks like how to make collars capable of suppressing even the most exotic of supernatural abilities.
- **Criminally Sane - 600 CP:** Anyone can imagine their own version of reality and wish it was true, only the truly insane believe it. But only the truly sane drive others to doubt their own. Life is a story and you know it, characters can fail, die, and you're no exception but you know your part and you can play it to perfection.

You've weaponized a willful ignorance to reality, you can ignore pain, suffering, even injury to some degree if the situation calls for it simply by checking out of mundane modes of thinking. And if you know someone could maybe do it, you can too if it's dramatically appropriate enough, even if they'd have to be the strongest and most skilled person in the world (without powers you don't possess) to pull it off. This isn't skill, or even luck, but if the scene calls for it the things you can do can leave people doubting the reality they live in.

- **Ratcatcher 2 Electric Boogaloo - 600 CP:** Somehow you thought you would be unnoticed in the world with the power you had, although it was a pipe dream you later admitted to yourself as your friends watched you sadly being dragged off to who knows where. Their ears drooped and their snouts sniffing sadly as you went... Oh did I forget to mention that all your friends were animals?

Yes, your power is to control non-sapient animals of a species of your choice. From the tallest to the smallest, any choice is available here, because every one of them has a purpose and if the smallest among them has one, doesn't it mean we all have one? Your range of control covers several city blocks at least, and while you don't have much fine control beyond what you directly see, or any sensory feedback from them, they'll do your bidding immediately and completely. You're also able to talk to them, I think, you might just really need some human friends.

- **Infiltration Specialist - 600 CP:** You're loosely tied to this reality, a supernaturally twisted thing capable of stepping through unspeakable spaces to appear anywhere you can clearly sense. To aid the use of this power you have an esoteric sense that allows you to

anchor your power to a destination using an object recently stolen from a location or of importance to a person. This anchoring lingers for a time on objects and people you touch, I'm sure you wouldn't use this to stalk people.

Archetypes

- **Monstrous Demigod - 600 CP:** Descended from an ancient ocean deity? Mother cursed by an angry Greek god? Or "blessed" by some alien entity? You're not alone, like your fellow victims of high powered dickery you're a fearsome and formidable beast fit to be the final boss of any classical hero's dungeon. Great physical prowess, deadly natural weapons, eternal youth, all yours.

This effectively grants the following **Abilities** and **Sentencing** for **0 CP** in the form of a supernatural heritage: **Some Kind of Freak**, **Meathead (600 CP)**, **Beautiful**, and **Concerning Rumbling**.

- **SHAZAM! - 800 CP:** Okay maybe you're not a big name like *Shazam*, but you're not nobody! You were chosen by a pantheon of powerful deities, or maybe just one of them, might've been a demon or just a gift from someone who was chosen actually, but you're important and powerful! You possess staggering physical capabilities, miraculous flight, and frightful elemental prowess! You don't even age! All of this though requires the use of a special command phrase that calls to the being/s that granted these powers and the transformation they're locked behind, without it you're completely normal. Or probably still a weirdo and criminal but not nearly as special.

This effectively grants the following **Abilities** for **0 CP**, within your transformation: **Some Kind of Freak**, **Transformation Sequence**, **Meathead (600 CP)**, **Soaring High**, **Force of Nature (400 CP)**.

- **Witch of the Woods - 800 CP:** The homo magi, those born with the potential for magic, or cursed by it. The secrets of the arcane are yours, a connection to the natural world you shape through spellcraft and ritual. You might specialize in pyromancy, or command the dominion of plantlife, call the dead or summon storms. In any case for all but the most basic tricks you require some manner of spoken spellcraft and hand gestures, and for your very best you must perform costly and time consuming rituals. Most mages wield some manner of elemental ability, many have servants or familiars to rely on, you're no exception, and your tricks need not end there if you're willing to learn.

This effectively grants the following **Abilities** for **0 CP**, their wielded potency depending on the quality of your spellcraft and available resources: **Force of Nature**, **Mook Master** or **Ratcatcher 2 Electric Boogaloo**, and **Brilliant Scientist** (in the form of alchemy or artifice).

Equipment

Everyone's got some sort of identifying piece of equipment, whether it's their armor or their weapons alone. One **100 CP** equipment will be **Free**, and then one other can be discounted to half. A **Brilliant Scientist** may apply one more discount on anything related to their discipline.

- **Original Fashion Sense - 100 CP:** A collection of clothing matching your rather unique aesthetic sensibilities, not really any more protective than modern riot gear and a ballistics vest, but it can coexist comfortably with your powers and survive combat involving them.
- **Random Bullshit - 100 CP:** Boomerangs, batarangs, birdarangs, even spiderangs, we don't question stylistic choices here. This is a large collection of high quality throwing knives or some other simple thrown weapon that's designed to easily make its way back into your hands when used. They can cut clean through a man's head in the hands of an expert, or harmlessly disarm him if you're into that sort of thing. You have the experience to churn out more of them practically in your sleep given basic materials.
- **A Gun - 100/200 CP:** Just that simple, anything a civilian could get their hands on, with several crates of ammo. For **200 CP** this is actually quite a few different guns, and one or two grenade launchers, including a handgun that fires unusually small and dense bullets, perfect for piercing typical ballistic armor or showing off to other gun enthusiasts.
- **Set of Wheels - 200/400 CP:** This 1976 Ford Comet has been modified with bullet resistant armor in the doors and performance fit for street racing, but otherwise it's just a well maintained car with an interesting paint job and various handguns and knives hidden throughout. You can choose to take any other civilian vehicle instead with these modifications, such as another model of car, or maybe a speedboat.

For **400 CP** these modifications are much more extensive, like a billionaire's pet project. Military grade armor plating, performance fit for nascar powered by an ominous humming box under the hood, and a set of machine guns that can unfold and fire with the push of a button. Alternatively you can take an actual military vehicle, a tank, transport helicopter, or something similar defaced by your creative paint work.

- **Going Medieval - 200/400 CP:** You've brought a knife to a gunfight, or a javelin, maybe an axe. One two handed weapon or paired set of one handed weapons like dual daggers or a sword and shield. The guys in the lab say it's made out of some alien metal, or scifi alloy, whatever it is never seems to scratch or bend, no matter what you put it through. Even the toughest guys would bleed if you put enough strength behind the blow, or stabbed the right spot. You can use this purchase to grant this toughness to another equipment including your **Random Bullshit** or a **Trick Weapon**.

For **400 CP** your weapon is possessed by some kind of spirit, maybe a lot of them. This cursed tool can even touch intangible spirits and cast down the occult, trapping the souls of those slain to ensure they never rise again. You can speak to the voices within to seek advice or comfort, but don't expect kind words from those you've captured yourself.

- **Beacon of Freedom - 400/600 CP:** This shiny helmet might not impress the ladies but it's bulletproof and possesses a hidden technological function such as x-ray vision, sonic blasts, water breathing, or a short lived forcefield. It cleans easily and fits comfortably on your head, but you might want to redesign it a bit. You can choose to take something such as a large belt or scifi gun with this functionality instead, or purchase this for another piece of equipment.

For **600 CP** instead we'll install a hidden keypad into a property of your choice, by entering the secret passcode (12345) it'll convert an adjacent doorway into the entrance of an unfolding pocket storage space with a small work area and a rack containing half a dozen different devices like that described above.

- **Trick Weapon 400/600 CP:** This isn't your ordinary gun, or halberd, or suspicious length of rope. Vastly multi-functioned, able to accommodate several different ammunitions, full of hidden tools and blades, with a changeable length and shape, and a grappling hook function. A good hero's, or less than good villain's, favorite multitool and combat implement.

For **600 CP** this is a set of combinable components you could even wear as armor if you wanted, with the right configuration they can mimic the shape and function of nearly any man portable weapon or hand tool on this Earth, from sling shots to axes to a cannon that could stagger a kaiju.

- **An Idol of You - 600 CP:** This doll roughly in your own image has been bound to your soul, think of it as your heart. If the brain bomb wasn't enough it's another way someone could remotely kill you, but so long as it's intact the passage of time won't touch you, and you can recover from anything, even the total destruction of your body. If you possess any magical abilities their effects can be tied to a location using this idol, freeing you from concentrating on them and supplying the energy they may need to function, to the theoretical limits of your capability. It can take some time to set up, plenty enough for a plucky team of wannabe heroes to take you out.



The Squad

During your stay at Belle Reve you're sure to meet and work with all sorts of colorful characters, here's some you might become particularly acquainted with, you always seem to get the same missions at least. One of them, possibly your cellmate, is **Free**. **CP** may be donated to companions individually.

- **Tigress - 100 CP:** Half human daughter of a cat spirit said to hunt people for sport in her homeland, she was delivered to Belle Reve by Batman after tearing a man's heart from his chest in an illegal metahuman fighting ring. She stands out from the crowd with yellow cat-like eyes, unusually sharp fang-like teeth and claw-like nails, and banded skin markings that resemble slightly jagged tiger stripe tattoos. She's cursed to spill blood at least once a day or build up to a murderous rampage, which she usually quells by hunting for her own food. Far stronger and more agile than a normal human, Tigress is effectively a **Monstrous Demigod** with **400 CP Meathead**.

Early on in your time together you join her on a vision quest where she confronts her parentage and inherits her full power, able to take on a larger and more cat-like form with the equivalent of **600 CP Meathead** through a terrifying **Transformation Sequence**.

- **Mahou Shounen Zephyr-kun - 100 CP:** Fearing the responsibility and ailment that came with age, this hero made a pledge to the goddess of fair winds and happy children to protect the innocent in exchange for eternal youth. Delivered to Belle Reve by Superman for destroying industrial equipment, similar to **SHAZAM!** he can utter his pledge at any time to take on a **Pretty Face**, dressed in the colorful and flowy garb of the summer warrior Zephyr, able to call upon the air to fly or blow away his foes, and strong enough to wrestle with a **Meathead (400 CP)**.

Zephyr has a complicated relationship with his blessing, at times regretting the decision. His patron goddess tasks you with helping him come to terms with his duties, if you succeed she'll expand his abilities, allowing him to call upon far greater winds such as **Force of Nature (600 CP)**.

- **Free Hand - 100 CP:** An international yo-yo champion fallen to crime, she's a **"Peak" Human** expert thief who can somehow take out groups of security guards or police officers with nothing but a common yo-yo. Delivered to Belle Reve by Wonder Woman for stealing priceless museum pieces, like a long line of **Gimmick** villains she's not much threat to anyone well trained without her signature weapon, but with it in hand Free Hand is unmatched. A kleptomaniac with a set of trick yo-yos able to launch reloadable shurikens that she can plant on a bullseye with full **Style Points**, known to use them to swing between balconies.

She often asks for your input on new tricks, you don't quite understand how but she credits you for her new yo-yo designs. Doesn't stop her from nicking your stuff if she can get away with it though. Eventually she reveals her magnum opus, The Counter, a **Trick Weapon** made of dozens of interlinkable yo-yos with garrote wire and countless hidden gadgets and functions.

- **The Beeleaguerer - 100 CP:** Public opinion of The Beeleaguerer mostly seems to be, "NO NOT THE BEES!" But aside from that they're more of a nuisance than a serious threat to society. Once a **Brilliant Scientist** working for S.T.A.R. Labs, buzzing with excitement over the newest discoveries, at some point they cracked under the stress of academic competition and turned to bombastic villainy. Delivered to Belle Reve by the Flash after terrorizing a public park, The Beeleaguerer wears powered armor resistant to small arms fire with flight capable mechanical wings, and uses some sort of electronic antenna to command legions of their namesake insects.

They often monologue to you about their genius and the jealousy of other scientists while asking you to help them procure materials or lift objects. One night while reciting facts on bee genetics they yell, "Of course! You can catch more flies with honey!" A day later they have the designs for a flying mech that could trade punches with a **Meathead (600 CP)**, one of the arms seems to be a honey-based glue gun.

- **Domina - 100 CP:** An alien princess hailing from a world whose warrior population mostly resembles Earth's human women in physical appearance and presentation. As the second in line for the throne, she sought out another kingdom to take over, delivered to Belle Reve by Wonder Woman after attempting to force her into marriage through a trial by combat. Her people are taller and more robust than humans, easily the match of the common **Meathead (400 CP)**. As a member of the royal family Domina possesses an internal energy that extends her life and empowers her senses, if looks can kill then hers is pure murder, twin particle beams projected from her pupils.

She'll ask for your help prepping for a rematch, if you can serve as an appropriate sparring partner, or at least spotter, she can increase the strength of her body to the

level of **Meathead (600 CP)**. Though if you're not careful she might decide she's got a better candidate right next to her.

- **Styx - 100 CP:** As a young wiccan she practiced hydromancy and made basic health tinctures. Under mysterious circumstances she somehow drowned and rose again as an undead witch with an unpredictable personality and an obsession with necromancy. Delivered to Belle Reve by Batman after raising every corpse in one of Gotham's cemeteries. Just as likely to be seen making cutting remarks looking like an old school goth as she is to be muttering nonsense dressed like a classical witch. Styx wields the **Forces of Nature (400 CP)** and is an undead **Mook Master**.

You're not sure if you could be called close, but she seems to think so and at some point will ask you to become her living familiar. The details sound sketchy but apparently a connection to you can allow her to reclaim the full hydromancy Styx practiced when alive, or gain dominion over ravens and crows, at your choice. Equivalent to **Forces of Nature (600 CP)** or **Ratcatcher 2 Electric Boogaloo**.

- **Milton? - 100 CP:** You can choose to start with a close relationship with one of the canon characters seen in or around Belle Reve. Alternatively create a different original character of your design, or import an existing one with **Chipped, 600 CP**, and all the same discount/freebie options that were available to you.

Rewards

You've made it! As promised you're free to go and it'll be well worth it.

- **Your Life:** It doesn't get much better than that, no more brain bomb, you're free to go back to your empty bank account (you forgot to cancel your phone plan). Not enough for you? How about the satisfaction of a job well done?
- **The Friends We Made Along the Way:** You don't have to go alone, if you'll assume responsibility for them then you can take along anyone you worked with in your time here, assuming they're willing to go. Even if they had died, we'll pull some favors!
- **Butterfly Spaceship:** A genuine alien spaceship, can travel intergalactic distances in a matter of hours, very expensive and useful. It's too small for humans? Can't win them all.
- **Sidekick:** This little fella has come to view you as family, maybe it's a rat or an eagle, could be any native animal on modern Earth. They can't talk exactly but they're smart enough to understand you and do their best to communicate with body language. No other powers aside from a lifespan at least as long as yours, and being their species equivalent to a **"Peak" Human**.

Now What?

You could do anything, so what's your next move?

1. **Fuck this shit!**
2. **Join the circus**
3. **Ride to the next stop**

Notes:

- If you want to be a sapient animal yourself, **Some Kind of Freak** can cover this, but you'll suffer whatever issues that species normally does aside from lifespan and intelligence, barring other powers you possess. For alien monsters or magical beasts, buy appropriate powers with it.
- **Mook Master** can be purchased for the power to possess individual targets yourself instead, such as a Butterfly or spirit would. You may grant a body powers you possess while inside of it, including any **Some Kind of Freak** abilities.
- The series is somewhat vague on how strong/tough exactly characters are. **400 CP Meathead** is based around people like Killer Croc and Mongal, **600 CP Meathead** is based around Nanaue/King Shark, assume it makes you strong and tough enough to serve as a solid villain to characters like Aquaman and Wonder Woman, but ultimately they'd come out on top.
- Purchases from the doc are referenced in the companion options, these are mostly an easy shorthand, they don't necessarily work exactly as described in those purchases, or are limited to only those referenced if their entry mentions other things.
- Becoming **Styx's** familiar essentially makes you a living **An Idol of You** for her.
- Yes, you can make **Domina** into your dommy mommy.

Changelog:

V1.0

- V1.0, got this thing out.