

# DC MULTIVERSE EARTH - 17



*Jump by Aehriman*

The many parallel worlds of the DC Comics multiverse offer strange twists on the heroes we know and love. What if the Justice League was evil, or if Superman's space pod had landed in Russia?

On this world, October 29th, 1986, a rocket came down from the stars from the planet Krypton, bearing a new hope for the world. Instead it crashed, and destroyed the city of Metropolis. The United States, assuming a Soviet nuclear attack, launched everything. The USSR responded in kind.

So instead of an age of heroes in a world much like our own, we have a radioactive wasteland of Novamerika plagued by bandits, mutant monstrosities, mad science and feudal overlords. Where mankind stands upon the razor's edge between glorious rebirth or despair and extinction, because war, war never ch- sorry, wrong franchise. But pretty much gets the idea across. The hope for humanity rests in the Atomic Knights, heroes with armor proof against radiation.

Take **1,000 Chernikov Points** (CP) to help you survive.

# AGE, RACE, SEX, ETC.

*Everybody has bigger problems. Keep yours if you like, or change it. No one cares.*

# LOCATION

*Start where you like, or roll a d6 for +100 CP*

- 1. Durvale:** Home of the Atomic Knights, imminently. For now, it's a town somewhere around New England where the Black Baron is hoarding the food supply and has had a castle built, forcing the locals to work for their daily meal.
- 2. New York City:** Once a shining metropolis, and site of decades of supplies of all kinds in the largest bunker. Unfortunately, the unique radiation permeating the city causes people to mentally and physically devolve into feral cavemen.
- 3. The Lost City:** Once the great city of El Pueblo de la Reyna de Los Angeles, the Lost City is now half a dozen hovels of starving survivors, the only shelter holding supplies being guarded by an energy monster.
- 4. Wall of Fire:** The world really was reshaped by the war, the Rocky Mountains have become active volcanoes, a desolate place even in the radioactive wastelands, but good for avoiding people.
- 5. Atlantis:** On Earths 1 and 2, Atlantis sank beneath the waves. On Earth 17, the Atlantides were preparing to conquer the world with a cobalt bomb that went off prematurely and displaced them in time to the present. Hemmed in for the time by a wall of radiation they don't yet understand, the sons and daughters of Atlantis are happy to pick up where they left off.
- 6. Jokertown:** The US military preserved the severed head of the country's most successful killer to mine for ideas, so after the bombs fell, survivors broke into a bunker and found the Joker's head commanding them to build a society in his image, and they did.

# ORIGINS

**Atomic Knight:** A hero of the wastes, clad in radiation-proof armor like the knights of yore. It is your mission to bring some measure of safety and order back to a world gone mad.

**Scientist:** Science seems to have done the world a lot more harm than good, and scientists are thus met with suspicion and hostility. But if people get past that, there's nobody handier for rebuilding.

**Survivor:** You survived the bombs, hopefully you can endure in the aftermath.

**Wanderer (Drop-In)** You pop into a world after the end. Hopefully you can find your way in a hostile world.



## PEERS

**Gardner Grayle** (-50 CP) The original leader of the Atomic Knights, Sgt. Grayle was found by the US Army to be completely and entirely average in physical and mental capabilities. The sole survivor of his bunker, he was struck with amnesia and after discovering rad-resistant plate armor in a museum, founded the Atomic Knights. At least in the original continuity.

**Adam Strange** (-50 CP) The leader of the Knights in the New 52. His Earth One counterpart was periodically teleported to the planet Rann for some Flash Gordon adventures, perhaps he has too?

**Douglas Herald** (-50 CP) A teacher of history, and the first person Gardner ever saved. Douglas serves as the group's conscience as well as offering a historical perspective.

**Bryndon** (-50 CP) One of the last scientists and engineers left on Earth, he created and maintained the Knights' gear.

**Marene Herald** (-50 CP) Douglas' little sister and Grayle's love interest. Very brave and capable, but usually left behind on dangerous missions.

**Wayne Hobard** (-50 CP) One of a pair of brothers who provide the muscle, an Army scout before the war, and expert pilot.

**Hollis Hobard** (-50 CP) Basically identical to Wayne, above.

**Rocky Davis** (-50 CP) An olympic wrestler, after being spared the bomb with three other men, Rocky joined the Atomic Knights.

**Ace Morgan** (-50 CP) A decorated Air Force pilot, he was flying a transport with three civilians and crashed in the Rockies during the bombing, saving all four men's lives.

**Red Ryan** (-50 CP) A circus acrobat and daredevil before the bombs, now an Atomic Knight.

**Prof Haley** (-50 CP) An expert oceanographer, and expert in a wide variety of sciences. Now that he's one of like three scientists left in the world, Prof wears a lot of hats.

**Batman** (-100 CP) Bruce Wayne grew up not in wealth, but as one more urchin of the Gotham Rad-Pits before seeking shelter in a batcave. He still has the will and wits of one of the most capable beings in any DC world, but a lot less education and training.

**Green Lantern** (-100 CP) When the bombs fell, Hal Jordan tried to save as many people as he could, but his will could not restrain the fury of the bombs and his constructs failed him. He was crushed under the rubble, his arm mangled and fragments of his ring driven deep into his torso. Later, a scientist contacted him, with rare isotopes that could partially reactivate the ring fragments, at the cost of irradiating his

own body and considerable loss of precision and control. The former pilot jumped at the opportunity and now tries to save as many people as he can before dying to his own poisoned light. If you could heal him or help him contact Oa, he'd be intensely grateful.

**Pamela Isley** (-100 CP) Knocked into a coma when the world ended, Poison Ivy awoke in a field of mutant killer plants. As the last survivor with a link, however tenuous, to the Parliament of Trees, she became the new champion of the Green, bound and determined that humankind will never threaten the survival of plants again.

**Manhunter** (-100 CP) J'onn J'onzz, last survivor of Mars following H'ronmeer's Wrath, was summoned to an Earth that is only marginally better off than the lifeless wastelands of his homeworld. Well, they say where there's life, there's hope.

**Reclaimer** (-100 CP) Princess Diana of Themyscira was training to go into Man's World as an ambassador of peace when the bombs fell, and even the haven of the Amazons was not spared. Her mission taking on a new urgency, she began organizing and leading survivors, protecting communities and trying to knit the world back together one village at a time.



## SKILLS

**Athletic** (free/50/100 CP) The conditioning of a body for sport or battle. For free, your body is in good shape, any injuries or wear and tear erased, about equivalent to a semi-professional athlete. For 50 cp,

you have the conditioning of an Olympian athlete. For 100 cp, you are comic book “peak human.” This applies in addition to and informing any superstrength or speed powers.

**Lucky** (free/50/100 CP) Did you know in DC there’s canonically a gland in your brain that produces luck, both good and bad, in the form of black and white hormones? For free, we’ll disable black hormone production so you aren’t getting in your way so much. 50 cp, and we’ll ramp up production to the levels of Nightwing or Stargirl, 50-50 becomes more like 80-20 in your favor. For 100 cp, your luck will be something else, on the order of Golden Boy.

**Perceptive** (free/50/100 CP) The keenness of senses, and the brain’s capacity to notice things both consciously and subconsciously. For free, we’ll take care of any nearsightedness, cataracts and so on, leaving you with perfect pitch and 20-10 vision. For 50 cp, you are as observant as the Batman. For 100 cp, you have literally super senses, able to hear a person’s heartbeat from thirty feet away.

**Persuasive** (free/50/100 CP) The magic of getting people to support your efforts. For free, your understanding of manners, personal appearance and grooming, are slightly above average. For 50 CP, you have the charisma to lead a community of survivors or talk many supervillains around. For 100 CP your charisma is like a physical force, a match for the likes of Glorious Godfrey or Joe Kerr. You could raise a furious mob ready to destroy their champions, or poison their own wells.

**Tough** (free/50/100 CP) People in comic books, even ordinary people, seem able to survive all kinds of trauma that would end people in the real world. For free, you may be as durable as the average DC civilian, for 50 CP as tough as peak human. For 100 CP, you could be punched through five walls and barely be fazed.

**Barter** (-100 CP) You have a knack for bartering goods. You always haggle slightly more out of an exchange than others could, and leave the other guy with the impression they got a good deal too. You can even work out fair (or somewhat skewed) deals even when the goods are highly unusual – weighing the value of information against a certain amount of rad exposure, for example.

**Martial Arts** (-100 CP) You are a master martial artist, on the level of Batman or Lady Shiva.

**Scavenging** (-200 CP) When you go out in search of supplies, you hardly ever come back empty-handed. You just always seem to stumble over highly useful things, even if their use isn't immediately apparent.

**Cruel Comedy** (-200 CP) Sometimes one bad day is really all it takes to make a wretch or a monster out of a good person. You understand psychological weakness, and what pressures it takes to *break* a mind. You're so good at manipulating people into giving in to their darker impulses that you could turn a well-meaning (and well-adjusted) therapist or priest trying to help you into a murderous psychopath without their realizing it until it was much, much too late.

**Courage** (-100 CP, Free Atomic Knight) It's a surprisingly rare virtue, seen only when it is sorely needed. You have trained to fight to a decent level, but more importantly, you've harnessed your fear so it keeps you sharp, but never keeps you from doing what needs to be done. You don't hesitate or freeze.

**Truth** (-200 CP, discount Atomic Knight) A knight's honor is unimpeachable. To a point, anyways. As long as you tell the truth as you know it, others believe you, even if what you're saying sounds like insane nonsense.

**Light in the Darkness** (-400 CP, discount Atomic Knight) You are the light that pierces the darkness. You have a natural charisma that uplifts people and gives them hope in the darkest of times, and your reputation spreads like wildfire, inspiring others. All your positive actions have ripple effects, and the good you accomplish resists being undone or corrupted. You can easily gather like-minded heroes to your banner.

**Nuclear Paladin** (-600 CP, discount Atomic Knight) What is sickness to the body of a Knight? What matter wounds? For each time he falls he shall rise again and woe to the wicked! You have a kind of plot armor that shields you from incidental hazards like plague, accidents and rads ensuring you always just miss them, as well as an extra life. This shielding effect is strongest the more virtuous your conduct, and the extra life can be replenished by deeds of heroism.

**PhDs** (-100 CP, free Scientist) You are an expert in two fields of science or academia, anything from anthropology to nuclear physics. Hopefully skills you can make use of here and now. You can take this multiple times at a discount, each purchase granting two more degrees' worth of knowledge.

**Medicine** (-200 cp, discount Scientist) Folks might distrust scientists, but a doctor will always find work after the bombs fell. You are improbably qualified to perform everything from dentistry to brain surgery, even in conditions far less than sterile, with no risk to the patient.

**Engineering** (-400 CP, discount Scientist) You are extremely good at jury-rigging technology to do things it was never designed for, like turning a ray-gun into a power generator, or a signaling mirror into a firestarter. You are very familiar with both the principles of engineering and specifically the industrial revolution and how to actually make a steel foundry or a reaper-baler.

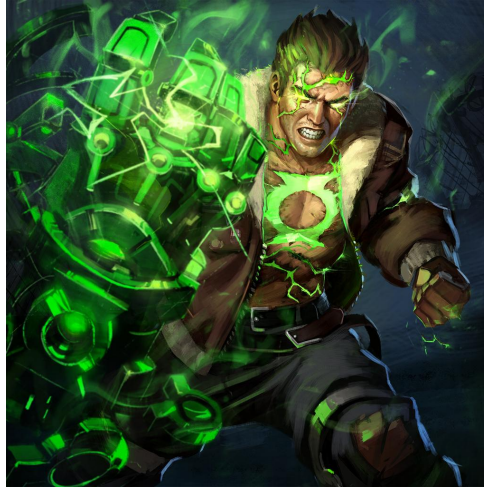
**Comic Book Science** (-600 CP, discount Scientist) Well, with the realistic science out of the way, you had to know this was next. You are an expert in the esoteric, sometimes wacky science of the DC Universe. You can reverse-engineer entirely alien technology in mere hours, harness exotic energies, tap chaos spheres or whatever. Almost anything can be accomplished with some time, exotic materials and elbow grease, even healing the world or exploring the stars.

**Hardened** (-100 CP, free Wanderer) You are greatly resistant to radiation, accumulate fatigue poisons at a fraction the rate of other men, and can subsist on a quarter the food, water and sleep of others. Your ability to go without these things in a pinch is also magnified five times over. This is what is required to travel Novamerika.

**Traceless** (-200 CP, discount Wanderer) When needed, you leave no evidence of your passing. No trail, no footprints or scent, not even photographs or video. A stranger, here and gone, remembered only by the stories people tell.

**Wild Card** (-400 CP, discount Wanderer) Your actions are rarely, if ever accounted for when people are making plans, You're unpredictable, and tend to be the wooden shoes in the gears that grind up the meticulous schemes of others.

... **How About No?** (-600 CP, discount Wanderer) You cannot be bound to an object or dimension with magic, retconned away with time travel or wished away by reality warpers. You are here, and that's not gonna change.



## LOOT

*At each “tier” of price, (50, 100, 200, etc. but not 1,000) discount one item. Discounted 50 cp are free.*

*Unless otherwise specified, assume any Item can be taken multiple times, and combine with any similar Items.*

**Dalmatians** (-50 cp) A pair of Dalmatian doggos were put into a space capsule as part of an experiment before the war, and radiation made them grow as large as horses! The trait bred true in their puppies, providing worthy mounts for the Atomic Knights. You have a breeding pair of your own, and another for each additional purchase.

**Gun** (-50 cp) A regular pistol or longarm, shooting regular bullets. It's dangerous out there.

**Pre-War Currency** (-50 cp) It's kind of up in the air whether anyone will be accepting this, but have \$20,000 in pre-war paper money per purchase.

**H-Pills** (-100 cp) A precious commodity, these pills purge any harmful radiation and radioactive elements from a body, and give about four hours of extreme radiation resistance, though still not as good as a suit. You have a bottle with sixty tablets, which refills overnight. This may be taken multiple times.

**Hot Rod** (-100 cp) A car assembled from the parts of many, and modified to run on a raygun battery, thus requiring no fuel. Shame the roads are so unreliable, but you can move five or six people around with speed and style.

**Raygun** (-100 cp) Also called a ragun or even r-gun, this pistol can vaporize a person with intense radiation. Sadly useless against radiation-proof armor. If you wish, you can instead take an Atlantean Sun Weapon, a heat-ray that can melt through steel in seconds.

**R-Grenades** (-200 cp) Radiation grenades create a burst of neutron energy enough to kill any unshielded person in a large room, leaving the structures and furnishings intact. You gain six which are replaced weekly.

**Vintage Atomic Knights Armor** (-200 cp) A set of full steel plate armor. Through chemical processes as yet unknown to man, when steel forged centuries ago is left to sit out, and eventually bombarded with large amounts of radiation, it converts into an an allotrope called Zaxion, which can harmlessly absorb massive amounts of radiation, and be cleansed of it all by a few moments immersion in running water. Your armor can shrug off rayguns and R-grenades indefinitely, and take you through the deadliest parts of the wastes, as well as shrug off small-caliber bullets at medium or long range.

**Eye in the Sky** (-300 cp) You have access through a computer console to a number of old weather, communication and spy satellites. Undetectable and inaccessible to anyone but you, they provide you with a view of the wider world, advanced warning of many problems, and faultless global positioning.

**Glider** (-300 cp) A plane! Only, without the motor. You've got to take these things on a long downward slope to lift off, but once you do they'll stay in the air almost indefinitely.

**Air Force Bunker** (-400 cp) It's not like the possibility of nuclear war never came up before the 1980s. You have an abandoned bunker, meant to house a small population and stocked with whatever they might need to rebuild.

**Power Armor** (-400 cp) Armor modeled on Grayle's four "real world" sets. Powered by fusion and solar energy both, this powered armor vastly multiplies the strength and resilience of the wearer, has full NBC protection and integrated jetpack, freeze ray, lasers and can absorb large amounts of energy.

**Brother Eye** (-600 cp) The most sophisticated espionage satellite there is, Brother Eye is very nearly all-seeing and all-knowing. Almost as importantly, he can link to the Jumper or designated individuals and supercharge their biology, turning each into a One Man Army Corps.

**Gravity Rod** (-600 cp) An art deco baton that harnesses cosmic energy to manipulate gravity and electromagnetic energy. The wielder of the rod can fly, create forcefields and blasts of energy, detect and absorb radiation, and levitate objects by manipulation magnetic and/or gravitic forces.

**Shards of Fate** (-600 cp) A few twisted pieces of some kind of gold helmet. Nabu no longer speaks to the bearer, but lingering magics grant truesight, visions of the past and future, the power of flight, and crude mastery over the classical elements. Finally, the pieces will automatically cast spells to protect the bearer.

**Ring of Power** (-400/1,000 cp) It's been called the most powerful weapon in the universe, limited only by the will and imagination of the user. Well, that and the daily recharge, and in some continuities the color yellow, but the battery is in a subspace pocket associated with the ring, and the yellow impurity is a nonissue. Your green lantern ring is whole and undamaged, its primary use is to form plasma-based constructs, but it's a hypertechnology computer and spacecraft that can travel through time, phase you through objects, warp space and create entire worlds within itself. It can manifest chains large enough to move planets, or walls that can contain an entire ocean, terraform a world within hours and create persistent constructs with some effort.

For 400 CP instead, you can have a damaged ring like Hal Jordan's. Not irradiated shards within your body, but one that can only do crude and inefficient constructs. No flight, no scans or AI support, no other functions at all.

## POWERS

**Bit Beastly** (-100 CP) You are a hybrid of man and animal, and may gain some enhanced abilities based on the specific beast, like enhanced senses or physicality. In future Jumps this becomes an alt-form.

**Foresight** (-100 CP) Like Gardner Grayle, you have a sort of precognition that warns you of threats to your community hours or days in advance. If a threat is large enough, such as an impending nuclear war, you might have visions weeks in advance.

**True North** (-100 CP) You are never turned around, you always know which way North is, and have a surprisingly sophisticated and accurate mental map of wherever you've been.

**Cyclo-Heart** (-200 CP) Your flesh can turn to living metal. Very handy for the added durability and strength.

**Blight** (-300 CP) You can generate, and absorb radiation, including projecting deadly beams. Be careful to always clean up after yourself in a fight.

**Changeling** (-300 CP) You can turn into any animal, and so fly, tunnel, run, climb, swim and fight as well as any animal.

**Exxor** (-300 CP) You can turn your body into water, letting you seep through small cracks, ignore many attacks, douse fires and spray enemies off their feet.

**Little Shop of Horrors** (-300 CP) You can accelerate plant growth and control plants. A truly horrifying idea, considering some of the mutant plants that have taken root since the bombs fell.

**Techno-Terror** (-300 CP) You can mentally control technology in the vicinity, what little remains.

**Chemo** (-600 CP) Within your body, various toxic chemicals brew. You can launch streams of, and control, almost any form of corrosive pollutant or toxin. With time and practice, you can learn to make more benign chemical materials, such as medication.

**Nuclear Man** (-600 CP) Thanks to passively absorbing ambient stellar energies, you can fly, create blasts of intense heat and energy, and transmute any non-living substance, changing its shape and composition. The only limitation being you need to understand what you're altering and the end result. Best hit the chemistry books.

**Last Son** (-1,000 CP) One more time. Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. Which is kind of redundant seeing how you can fly. Telescopic/microscopic/X-ray/heat vision, super hearing, super-breath. You are a Kryptonian, with all the good and bad that entails.

**My Favorite Martian** (-1,000 CP) You have the powers of a Martian. Speed, strength and durability to match a Kryptonian, plus shapeshifting, telepathy, telekinesis, invisibility and intangibility, and even x-ray and energy beams from your eyes. However, you lose your powers in proximity to fire.



# CALAMITIES

**Crawl Out Through the Fallout** (+0 CP) Earth - 17 sits at an unusual juncture, DC Comics & nuclear post-apocalyptic fiction. Feel free to use this document as a supplement to or in place of any DC or post-apocalyptic settings.

**Alas, Babylon** (+100 CP) Add another ten years to your stay. This may be taken up to three times.

**Black Baron** (+100 CP) A powerful warlord has taken a disliking to you, and will direct his non powered thugs to attack you.

**Amnesia** (+200 CP) A very common ailment among the traumatized survivors of the war, you have only vague memories of the time before the bombs, including any knowledge of Jumpchain. Familiar DC comics elements will sometimes jog your memory a little.

**Joke's On You** (+200 CP) The Joker has heard of someone rebuilding, and decided that's not very funny. He'll come over with his goons and find a way to liven up your life. What a beautiful day!

**Each Day, A New Chance** (+300 CP) Vandal Savage survived the bombs and has decided he may as well take this chance to become the leader of the human race like he's always wanted. After all, he knows a lot about building up and tearing down civilization.

**Grounded** (+300 CP) Your powers are at their weakest possible interpretation. Superman? Like the 1930s version that can lift a car with some difficulty and leap over a building. Have fun!

**Mirages** (+300 CP) Because radiation on Earth - 17 is far stranger than Fallout or Marvel radiation, radioactive areas tend to cause hallucinations and detailed, shared illusions. Giant monsters, safe oases and so on. You are particularly susceptible to these kinds of delusions, and will almost always initially believe in them.

**Atlantis Rising** (+400 CP) With Aquaman dead, and all the surface world burned, Orm has decided to reclaim the surface world at last!

**Solar-Powered** (+400 CP) You pass out almost instantly when cut off completely from daylight, and will not wake until returned to the light. Underground is kinda a big no-no, and you sleep through the night no matter what happens.

**Salt Monster** (+400 CP) A giant creature with a disco ball for a head, the salt creature has the power to suck up all water for a wide area, and grow ever larger and stronger the more it drinks. This mutant monstrosity is virtually impervious to physical force, unless you can find and destroy it very early on, you must resort to trickery somehow. It will gather its strength and then seek you out.

**Dinner Bell** (+600 CP) Turns out Zironide, worked iron or steel exposed to high levels of radiation, is far more valuable than anyone on Earth thought. Word has gotten out about the nuclear burning of Earth, and now the gold rush has started. Thanagarians, Gordanians, Psions, Kanjar Ro, Dominators, Controllers, Despero, Mongul, the Reach, Starro, Apokolips... before you leave, every alien warlord or hostile species is going to put in at least one appearance.

**Things Lost In The Fire** (+600 CP) You cannot bring in any powers, perks or items from previous Jumps, unless they came from a Detective Comics (DC) setting. You do retain knowledge and skills though.

**Notes:** Being the result of about three continuities spaced over sixty years, fine details can get messy here. The original Atomic Knights (a storyline in Strange Tales, beginning 1959) began a year after the Twenty Days War in 1986. In time this was revealed to have been instigated by molemen hoping to inherit the surface world. Later, this all was retconned into being an advanced VR sim in which Gardney Grayle was participating, and he becomes a modern day, mainline DC hero in power armor, the Atomic Knight. Later later, the Multiverse came back and the Atomic Knights continuity, goofy Dalmatian riders and all, was restored to Earth - 17. Then Multiversity came along, and we had Adam Strange leading a team of Knights that were basically the Justice League, fifty years after Superman's rocket caused a nuclear war in 1963.

As a compromise I've kept the original date of apocalypse and start time, but taken the cause from Multiversity. If you have a problem with that... Well, do whatever you want in your stories, it's a singleplayer game.