



*Hello **Jumper**. Welcome to the Marvel Universe, a comic book universe featuring Marvel heroes, villains, and their supporting cast (Earth-616).*

You will appear in your chosen location a few days before New Warriors confront Nitro, and unintentionally cause the death of over 800 civilians.

After that, unless you interfere, events will occur that will create the largest divide among the superhero community and will unravel, forcing the heroes to either side with Iron Man or Captain America. But that isn't all.

Mutant/human relationships are at an all-time low; a certain green giant full of anger is in outer space, there are occasional alien invasions; also, try to remember that demons and gods exist in this universe.

Anyway jumper, I wish you well for the next 10 years (either the 2016 Comics, or 10 in universe years, whichever you prefer), oh- and before I forget, here is your:

+1000 CP

ORIGINS

Drop-In: Your background is one of mystery. No one truly knows who you are, which means you don't have any friends, or enemies in this world.

Hero: You are a good person, have lived most of your life helping others, whether or not you wore spandex and go out to beat people up is up to you.

Villain: You are a bad guy, have lived most of your life on the other side of the law, whether or not you wore spandex and go out to beat people up is up to you.

Control Freak: Amongst the heroes and villains of Marvel Universe, there are quite a few who aim to control the actions of other superhumans for the 'safety' of others. These people are either smarter, richer, or politically more connected than the other heroes, which makes them believe they are the ones who should be listened to, and everyone who doesn't should be brought to 'justice'.

Physical Age: Roll a 2d8+16 to determine your age

Gender: Keep your previous gender.

Or pay 100cp to determine either of these yourself

LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. **Stamford:** A city in Connecticut, Fairfield County, United States. A couple of days from now, if nothing were to change, the city will be destroyed by Nitro, setting in motion for Civil War to take place.
2. **The Baxter Building:** 35 story building in Manhattan, New York City. It is the home to many individuals and organizations. The most famous of whom is the Fantastic Four.
3. **White House:** Located in Washington DC, the house of the President of the United States.
4. **The Daily Bugle:** The headquarters of Daily Bugle in New York City, Peter Parker and J. Jonah Jameson currently work here.
5. **Wakanda:** A small nation in North East Africa. Their King, Black Panther, is heavily involved with the Avengers.
6. **Xavier's School for Gifted Youngsters:** A special institute in Westchester, New York. Founded and led by Professor Charles Xavier to train young mutants in controlling their powers and help foster a friendly human-mutant relationship, at least that's what Xavier's original purpose. Currently the remaining population of mutants reside here after the fallout of the M-Day fiasco.
7. **Stark Tower:** A 1,138 foot building, acting as a gleaming beacon of modern architecture, at least that is according to Tony Stark.
8. **Free Choice:** Lucky you! You get to decide where your story starts. Choose one of the locations mentioned above.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Looking Good in Spandex [100cp]: Not everyone can look good in a spandex. Most people, even in this marvelous world, have forgettable bodies and faces. But the few exceptional individuals, those who make a mark in this world tend to be good-looking, and now, so are you. This boosts your appearance to the same level as some of the more attractive heroes and villains.

My Mind [200cp]: Now, telepaths cannot peek into your mind at all. This perk gives protection against even the more powerful Omega Level Telepaths. Although those with a power source similar to the Phoenix Force can still bypass your defenses.

My Reality [400cp]: There are too many reality manipulators in any Marvel-verse, this one is no exception. Thanks to this perk you don't have to fear them as much, they can't personally affect you. However, they can still create effects around you, such as delete the planet so you can't breathe or they can still create a golem to pummel you to the ground or create a black hole to suck you in. Additionally, this also provides you protection against changes to the timeline.

Blessing of Stan Lee [600cp]: You have somehow caught the interest of the greatest Watcher, Stan Lee. While he can't help you, his interest made your life filled with more fortune falling on you. Also, this acts as a Capstone Booster. Also, expect a cameo from a man who wears sunglasses, and a mustache at least once a jump.



Drop-In Perks

Beneath Notice [100cp]: Maybe due to your unusual form of entry, or maybe due to your nature as a Jumper, or maybe because of dumb luck, whatever the reason, you seem to go unnoticed by local gods and higher beings. However, if you get involved in their business, they may take notice of you. Either way, useful if you do not wish to be smited by a cosmic entity upon your entry to the setting.

Leave Me Alone [200cp]: You are an outsider, not even a US Citizen (this world's US at least). So why should you be involved with these problems? Let American problems be American problems. As long as you do not get involved, you will not be bothered by governments and large organizations.

Grieving Mother [400cp]: "The Blood of My Little Damien, Is On Your Hands Now!". Once per jump, you can completely change the point of view of one person of your choice. The condition to activate this is for you to shout at their face with tears in your eyes, it can drive someone to go against their friends.



Lucky One [600cp]: You have the ability to subliminally and psionically initiate random kinetic phenomena that affect probability in your favor by making improbable (but not impossible) things to occur within your line of sight, thus causing you to have "good luck" and her opponents to have "bad luck." This phenomenon can be anything from an enemy's equipment failure to hitting just the right switch with a stray shot to shut down an overloading nuclear reactor.

- **Blessing of Stan Lee:** You can affect anything within 100 meters from you, and no longer need to rely on line of sight.

Hero Perks

Secret Identity [100cp]: Heroes wear masks for a reason. You'll need a secret identity to protect those closest to you. Thanks to this perk your mask stays on unless you purposefully remove it, people don't recognize your voice, facial recognition shows no results, and even telepaths can't look into your mind to learn your identity, but they can still do everything else.

Combat Master [200cp]: Captain America, Wolverine, Daredevil, and Black Panther are some of the greatest martial artists in the world with mastery of dozens of martial arts. There are only a handful people who can claim to be their equal, and now, you are one of them.

Reaching a Compromise [400cp]: Believe it or not, even the dumbest politician in the world could see the folly of trying to force a Sorcerer Supreme into become a 'Super Cop', so much so, they offered a select few heroes an option to reach a compromise. You are now one of those heroes, instead of trying to force you into an initiative, they agree to leave you alone as long as you agree to certain elements.

Sorcerer Supreme Candidate [600cp]: Well... you are not sorcerer supreme, however, you are still one of the best sorcerer's in the world. Your magical expertise, and mystic might would impress even the likes of Dr Strange, although you are still no match for him. This puts you roughly on par with Victor Von Doom in terms of magical capabilities.

- **Blessing of Stan Lee:** Would you look at that. Your magical abilities have been boosted, you are now on par with a Sorcerer Supreme. You are capable of fighting even the most dangerous Lords of Hell, coming out on top, however, is entirely dependent on you.



Villain Perks

Presentation [100cp]: Green Goblin is often referred to as the greatest villain of Spider-Man, but how can he be the greatest villain? If he's not the biggest, Rhino is probably the biggest, he can't be the fastest, cause that's Speed Demon- He can't be the smartest. So he's not the biggest, the fastest, or the smartest. So how is Green Goblin the greatest Spider-Man villain? Presentation. And now, you are master of this art.



Bullseye [200cp]: You have incredible aim, capable of hitting bullseye with any thrown weapon from a distance you can physically see. A normal human can pull off everything Bullseye and Hawkeye are capable of doing, now imagine a Super Soldier.

Changing Sides [400 CP]: Villains often change sides, sometimes they would try to take over the world, other times they would stop an angsty teenager from kicking a puppy, and heroes often accept their change of heart after a couple of showings. And now, so can you change sides when you want.

One More Life [600cp]: Villains never die, not really at least, and now, neither do you. Once per jump, if you were to die for any reason you will be revived either through technological, magical, or super powers. Just, try to make your resurrection interesting if you will.

- **Blessing of Stan Lee:** You can extend this resurrection to a companion, a friend or even a local nobody that passed away, although, why would any self respecting villain give away something this precious?

Control Freak Perks

Memory of An Egoist [100cp]: Your memory retention skills enhanced greatly, essentially giving you photographic and eidetic memory.

How Many Doctorate's Does Reed Have? [200cp]: Majority of control freaks have multiple doctorates to show their intellectual superiority. With this perk, you not only have TWO doctorates of your choice, but you also finished at the top of your class. You also get all the knowledge that requires one to have these degrees.

Manipulative [400cp]: A couple of weeks before your entry to the jump, child Welfare questioned whether or not Reed and Sue Richards should be allowed to keep the custody of their children. Reed agreed, but only after setting up a “dummy” safe house and a press release to be announced that the children had already been moved. Then the safe house was blown up by missiles. Then Welfare services agreed to let Reed and Sue keep their children. The one who set this whole thing up is unknown, but I think you can guess who did it. Like Reed, you are a pretty damn good manipulator.

Smartest Man In The Room [600cp]: Without a doubt, you are a genius. You have one of the greatest scientific minds in the world. In your chosen field, your mastery of the subject impresses even those who are classified as Super Geniuses. Think of this to be around the same level as Spider-Man, Beast, and Black Panther.

- **Blessing of Stan Lee:** You are a Super Genius. At least on par with Tony Stark. If you study hard and stay away from excessive alcohol you may even rival the likes of Reed Richards, The Smartest Man in the World.



POWERS

You gain 1 discount of your choice.
100 cp power may be taken for free.

Cryokinesis [600cp]: You can absorb and release heat by manipulating thermal energy. You have the capacity to manipulate all forms of moisture and possess all of the abilities to generate unusually hard ice to form projectiles, slides, and shields that are strong enough to stop bullets. You can travel rapidly along with these ice slides or ice bridges by causing ice to form rapidly beneath and behind your feet, pushing you along the slick surface. You are also able to summon moisture from the air and create floods, blizzards, and/or snowstorms. With enough practice, you can freeze/unfreeze at the molecular level and turn your body into ice, or even water. Who knows, try making some ice clones.

Elasticity [400cp]: Your cells have been replaced with "pliable bacterial stacks," single cells that duplicate most of the larger functions of the human body. This allows you to stretch your body in myriad ways without disrupting the necessary functions of internal organs such as the heart, kidneys, muscles, or even the brain. With enough training, you can stretch any or all of your body parts long distances; assuming non-human shapes such as a sphere or parachute, or creating extra appendages and even linked bodies capable of holding conversations with yourself.

Energy Blast [200cp]: Like Cyclops, Havok, and great many others, you are capable of unleashing a blast (either optic or from your hands). The blast's nature is up to you, however overall strength is able to match the full power blast of Cyclops.

Flame On! [400cp]: Your external surface, including skin, hair, and eyes are covered with a microscopic layer of transparent fireproofing plates, making you fully immune to fire damage. Your cells generate plasma jets through clean nuclear fusion, allowing you to emit flame from part or all of your skin, and even to fly.



Flying Brick [600cp]: You're able to fly at speeds reaching Mach 2, possess superhuman strength on par with once upgraded Strongman. Meaning, you can match Ms. Marvel in terms of physical capabilities.

For an Additional **600cp** (undiscounted), you possess the full power of Sentry. Your powers have been enhanced so much that you can fight the Green Scar blow for blow, fly to the sun in a matter of moments, survive in outer space, and have near limitless stamina. Your senses have also been enhanced, you can see hundreds of miles in the air, and even hear "a butterfly's heartbeat in Africa". You can even generate, control, and emit light. Furthermore, you also possess plenty of other powers, although it may take a while to figure them all out.



Goliath [200cp]: It seems you have been infused with Pym Particles. You have the ability to increase your size, maximum of which being 4 times your original size. Your strength grows approximately by the same proportions.

Hulk Out [400cp]: As a result of blood transformation from one Bruce Banner, you have gained a secondary form that is far stronger than you are. Unlike the original Hulk, you have total control over your transformation, however, your strength does not grow as you get angrier.

For an Additional **400cp** (undiscounted), you have been exposed to the same level of Gamma Radiation as Bruce Banner himself. You still possess control over your transformed state, however your strength grows the angrier you get. There doesn't seem to be any limits to your strength.

Invisible [400cp]: You can make yourself, your clothing, and even others invisible to all wavelengths of light. You can project invisible force fields of an unknown nature and use these force fields to enclose and smash items and to protect and lift yourself and others. The exact strength of these force fields are unknown, but even the likes of Hulk and Thor have to exert effort to break them.

Psionics [200]: You possess psionic powers. You possess a relatively weak telepathy or telekinesis. As a telepath, you can read minds in a local area, or control a few people. You may choose telekinesis and toss around cars, and even lift a few tons.

For an additional **200cp** (discounted if this was) you can have both telepathy and telekinesis.

For an additional **200cp** (discounted if this was) you have either Omega Level Telepathy or Telekinesis. Omega Level Telepathy will allow you to, with enough time, perform everything Xavier and Jean Grey (Without Phoenix) has shown to do. Omega Level Telekinesis would allow you to have very fine control over objects, including yourself. At larger scales, you can levitate great weights, into the hundreds of tons, with no apparent upper limit.

For an additional **200cp** (discounted if this was) you can have both Omega Level telepathy and telekinesis.

For an additional **400cp** (discounted if this was) makes you equivalent to a Beyond Omega Level Telekinetic, and Telepath. Your powers are roughly on par with Nate Grey, a Beyond Omega Level Mutant that has been compared to the likes of Dark Phoenix, and Sentry.



Rocky Body [400cp]: Not necessarily rocky, but you may convert the tissue of your entire body into a substance of your choice, granting you strength and durability comparable to the Thing. This would allow you to go head to head against a relatively calm Hulk for a while, even manage to hurt the Green Giant.

Self-Explosion [200cp]: You can blow up your entire body at will and exist as a sentient, gaseous form until you reconstitute yourself. The maximum power of an explosion you can produce is capable of leveling an entire city, although that would take a lot of effort out of you.

Speedball [200cp]: It appears you have been exposed to the same energy one Robbie Baldwin had been exposed to. This energy gives you the superhuman ability to create a kinetic field of exotic energy around yourself which absorbs all kinetic energy directed against you. This absorption could vary from resisting the effects of physical objects such as bricks and rocks to resisting that of energy and fire and even explosions. Within his kinetic field, it was nearly impossible for him to be hurt, and he instead bounced harmlessly from object to object, with no loss or transference of momentum. You may even learn to manipulate this kinetic field to extend out to either attack an enemy or block a projectile.

Spider Physiology [400cp]: Maybe you were bitten by the same Spider that bit Peter Parker, were part of an experiment to replicate his powers, or were granted powers directly by the Web of Life. Either way, you gained the proportionate abilities of a spider, and even the notorious Spider Sense.

For an additional **100cp** (undiscounted) you may also gain the Pheromone Control, and Bioelectric Blasts powers of Spider-Woman.

Super Soldier [100]: Whether it be the original Super Soldier serum or the Heart Shaped Herb, you've been made a man that stands above all other men. Every attribute of your natural human body has been increased to the very peak of human ability. Strength, Agility, Stamina, Reflexes, Healing and more.



Strongman [200]: Probably the most common super power amongst heroes. Superhuman physiology is enough to lift up to 10 tons. This gives you roughly the same physical ability as a Spider.

For an additional **200cp** (discounted if this was) your physicality has been improved, you are now strong enough to match Ms. Marvel (Carol Danvers), but you do not possess any of her other powers.

For an additional **200cp** (discounted if this was) your physicality has been improved, you are now strong enough to match Wonder Man, strong enough to trade blows with the likes of Thor and Hulk, but do not expect to beat them.

For an additional **200cp** (discounted if this was) your physicality has been improved, you are now strong enough to match Hercules, strong enough to trade blows with the likes of Thor and Hulk, and actually have a chance of coming out on top.



Triathlon [200]: You possess superhuman physical attributes that are 3 times that of even the finest human athlete. Lift approximately 1 ton, run 105 mph, exert at peak capacity for hours, and perform gymnastic moves that would make even the greatest olympian athlete cry in envy.

Wasp [200cp]: Like a certain founding Avenger, you can reduce your size to the dimensions of an insect, you can maintain your mass or reduce it at your choice. Not only that, you possess natural bio-electrokinetic blasts, as well as wings, not to mention the ability to communicate with insects.

Weapon X [400cp]: Were you part of the Weapon Plus Program? You certainly share the powers similar to their most famous product. You have an Adamantium skeleton, not to mention a regenerative healing factor that heals almost any injury you suffer, and 6 claws that you can extend from your body, exact nature of them is up to you. You also possess superhuman strength enough to lift 2 tons, can run 85 mph, and senses that make you a great tracker.

Weather Manipulation [600cp]: You have the ability to raise or lower temperature levels, direct air currents as hurricane-force winds, create a pressure dome that can deflect attacks, maneuver yourself through the sky, excite electron particles to call down lightning bolts, fire electrical blasts from your fingertips, and summon clouds as fog cover or in order to bring forth precipitation such as rain, snow, sleet, and hail. You can also alter your body temperature to compensate for weather conditions.



ITEMS

Item trees are discounted to the origin, General Items are non-discounted, and 100 cp items are free to the origin.

General Items

Web-Shooters [100cp - Free With Spider Physiology]: Web-Shooters were created and used by Peter Parker during his tenure as a Super Hero, you also get a free copy of the formula used to make webbing.

10 Million Dollars [200cp]: You start the jump with 10 Million Dollars, it can either be as cash or in a bank account depending on your choice. In future jumps, you start with the equivalent of 10 Million Dollars.

Marvel Comics [400cp]: Marvel Comics actually exists within the Marvel Multiverse. Now, you have access to ALL comics ever published by Marvel Studios. There are stories about past, present, and future events that will take part in this Universe, and many adjacent universes. In future jumps, you will receive a similar record of comics showing important events of the world you are about to enter, both past, present, and future. Although, none of them involve you, so your entrance to the setting could cause drastic changes.

Mjolnir [600cp]: Not the original Mjolnir, however, this hammer is almost an exact replica, granting “whoever holds this hammer, if he be worthy (or you), they shall receive the power of Thor”. Thor possesses a myriad of powers, he is worthy of being called a god, and he is undoubtedly one of the most powerful heroes in Midgard. You will have access to these powers for as long as you hold the hammer, and for a minute after letting the hammer go.



Drop-In Items

Punisher's Weapons Cache [100cp]: You are now in possession of the weapon regularly used by the Punisher. While most believe superheroes are unaffected by those silly guns, you obviously know better.

Vibranium Armor [200cp]: A special armor of your design that is made out of Vibranium, completely. It is nearly indestructible.

Daily Bugle [400cp]: You have a subscription to the Daily Bugle, which is delivered to your home daily. The news articles will constrain the most relevant, and important information in the world, and you can see the consequences of your actions on a large scale. The writeres 'may' be biased though.



Registration [600cp]: You own a contract with certain rules written, the rules are your own choosing. Anyone who signs the contract willingly is forced to obey them, and the rules can be changed at the start of the jump. The willingly is used quite loosely, you can not threaten someone to sign it, but blackmail is always an option-

Hero Items

Spandex [100cp]: Not necessarily spandex, but you are in possession of a costume of your choice, it does not offer much protection, but no doubt makes you look heroic.

Adamantium Weapon [200cp]: You have a piece of weapon such as sword, shield, bow, or even gun made out of True Adamantium, the same material Captain America's shield is made out of. The weapon is nearly unbreakable, and if you choose a sword, it may cut through almost anything at the hands of a skilled user.



Safe Houses [400cp]: Throughout the world, in each major city, you have a safe house, each of these houses comes with a fully equipped lab with the state of the art equipment.

Nega Bands [600cp]: A pair of golden wristbands that grant various powers to the user: flight, teleportation, greatly increased strength and durability, power to absorb and manipulate most forms of energy, self sustenance, and opening warp gates for FTL flight between solar systems. You can also clash the two wristbands to transition between the material universe and the Negative Zone.

Villain Items

Octopus Arms [100cp]: Four metal arms that follow your mental commands, they can perform complex lab procedures with ease, and crush boulders just as easily.

Venom Symbiote [200cp]: The venom symbiote merged with you. This grants the wearer powers of a Spider, and improves your existing powers- Although it does possess a weakness to Sonic attacks, and extreme heat.

Jumper Bots [400cp]: You are in possession of Jumper Bots, they are high tech robots of your looks, with powers similar to what you purchased here, not quite at the same level of power but can make most people think it is actually you. You have a dozen of them, and if one or more of them is destroyed, it is replaced at the start of the week.



European Country [600cp]: You are now the King of a small eastern European country within Europe. The potential of this nation and its people is vast, but only at the hands of a proper leaser, luckily, you seem to be one.

Control Freak Items

Unstable Molecular Uniform [100cp]: You have a costume of your own design, it comes with Unstable Molecules that adapts to your powers, and repairs the damage to itself, however, it does not grant much, if any, protection.

Can be merged with any other clothing or armor item you purchase in this jump.

Extremis Armor [200cp]: You are now in possession of one of the most powerful armors created by Tony Stark. This armor used vectored repulsor fields to tessellate its 'memory metal' design. The armor formed over a gold under-sheath produced by Stark's own body. The under-sheath's regenerative systems could repair damage to wearer or armor. Also, due to Extremis, you can now directly access satellite networks, security systems, and other digital technologies. The armor could be piloted remotely, even simultaneously with several other models in the field. It also possesses common Iron Man weapons, as well as a cloaking effect.



Prison 42 [400cp]: A massive prison in the Negative Zone, capable of housing captured heroes (or villains). The prison is capable of holding even heroes as powerful as Sentry, that is if you managed to trap him within the prison.

SHIELD [600cp]: Who is the Director of SHIELD, you ask? It is you. The man in charge of the most famous spy organization keeping a handle on the superhuman business of the United States. In future jumps, you can bring all the resources of Shield with you, as well as ordinary human agents as followers.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 400cp. Or you can pay 400cp to import up to 8 companions.

Canon Companion [200cp]: A few weeks after you arrive you'll meet a canon character, the two of you seem to hit it off. If you can convince them, they can come to your next jumps. You cannot choose anyone more powerful than Sentry.



DRAWBACKS

Fugly [+100cp]: Most heroes and villains are exceptionally good looking, however, some of them are outright hideous, and now, you are amongst them. You have looks that remind people of Blob. You can change your appearance with powers for a while, however, your original fugly figure shows up.

Physical Mutation [+100cp]: You possess a physical mutation, this mutation could be unusual skin color, glowing red eyes, furry body like the Beast, non-functional wings, a tail, or even large horns. No matter the skill or powers you use, this physical mutation persists.

Watched [+100cp]: The watchers have taken a particular interest in your life. Unless there are universal threats they will not appear in front of you, but you'll always feel like someone is watching you. Say goodbye to any privacy you might have had.

Hated by Press [+200cp]: You have somehow irked every journalist in the world. They will misprint almost all your escapades. For example, if you saved a bus of school children from a crazed super villain but damaged the bus slightly, they will print "Jumper Damages Public Property". And if you actually are a criminal they will paint you as the second coming of Hitler. "Jumper Robbed The NYC Bank To Fund A New Auschwitz".

What If...? You Forgot About Marvel [+200cp]: You forgot all about the Marvel Universe. Only knowledge you have about this world is those you will gain from your Origin. Meaning you will no know about any secret identities or events to come.

What If...? You Weren't A Jumper [+200cp]: Your warehouse, as well as the abilities, skills, perks, powers, and items you bought out of this jump, will be locked until your ten years are up. If this is your first jump, this does not have a major impact on you, but feel free to pick it as Marvel is a rough place.



Mutie [+300cp]: Anyone who sees you use your powers will assume you are a mutant and will treat you like that regardless of what evidence you may show them. Even if you are slightly known by others, Sentinels will be more likely to attack you.

Parker Luck [+300cp]: No matter how powerful or intelligent you may be, life always seems to have a way of bringing you down. You get superpowers? Uncle dies. You get a girlfriend? She dies and years later you learn she cheated on you with your nemesis. You have a billion-dollar company? A super-villain will destroy it and all your money will be gone. You cure your dying aunt? Your marriage is gone. You are finally about to be happy? Paul. Basically, Jumper, you are unlucky.



Arrived Too Late [+300cp]: Rather than arriving a few days before the Stamford tragedy, you appear a day after. The registration will come into law regardless of what you do, and Iron Man and his team will do everything within their powers to get you to register, and if they succeed or if you are captured by them, your chain will fail.

For an additional **100cp**, Captain America and his team of heroes will also team up with Iron Man, and they will ALL come after you.

Split Personality [+400cp]: Maybe you were a drug addict, or had an abusive father. Regardless, you suffer from Dissociative Identity Disorder (DID). Your other personality is everything you despise, and it will be in charge of your body for 8 hours every day. During this time they might commit terrible crimes (rape, murder, genocide) with your powers. You have no control over this. Or, if you are an evil asshole, it might help people in need (solve world hunger, give all your money to charity, adopt two dozen children, etc.). And if you are somewhere in between, they will try to ruin your life.

Ragnarok [+400cp]: You have been cloned. Tony Stark, Hank Pym, and Reed Richards got their hands on your DNA and created a perfect clone of yours. However, this clone is aggressive, and murderous, especially for you, and those you consider to be precious to you. This clone possesses all your powers, abilities, and even items from this and previous jump, and will be coming for you.

Hostile Powers [+400cp]: Any supernatural ability you possess (magic or powers), is now harmful to you. The more you use them, the more your body breaks apart. Using them minimally could mean you puke your breakfast out, however trying to use them while fighting for a couple of minutes could mean your body disintegrating.

With Great Power Comes Great Responsibility [+500cp]: Any skill or power you might have bought in this Jump, as well as out of it will be locked away. Your warehouse will be inaccessible to you, and you will be stuck in the body of a Depowered Peter Parker. Everyone in the world knows you/he was Spider-Man... Good luck surviving the next 10 years. Cannot be taken with What If...? You Weren't A Jumper Drawback.

