



We're in the endgame now, friend.

It is sometime in the late 2020s. Your previous stay in the MCU may have come and gone, but here is a chance to bring closure to your decisions and their consequences. It is a time of great upheaval in this world. A time of legacies lost, and of a multiverse in peril. Should all have gone as destiny decreed it, many great heroes would have been sacrificed or retired in order to prevent a great calamity- though who's to say your own contributions did not change that outcome? Even as old foes return to take back the streets and new conspiracies overtake the old, the truly cosmic powers of this world stir. Their attention drawn, at last, by the clash of those infinitely beneath them.

And above all else, it is a time when filthy white, cisgender men find their fragile little egos SHATTERED like the proverbial glass ceiling as worthier hands reach for their crowns. That's right, it's HER turn now. Everywhere you look, the rising tide of the girlboss takes no prisoners and brooks no resistance.

Take 1000 additional CP, and check your privileges.



LOCATION

If a white woman can take up the God of Thunder's mantle, there's no reason why a black woman can't be the king (not queen) of Asgard. Mm-hmm. The point is, you can be wherever you want to in this world. Even a whole other reality somewhere in this infinite multiverse.

IDENTITY

Transitions are a delicate thing for many people. Not so for you though, because there is no binary distinction for the 'backgrounds' you cavalierly appropriate regardless of cultural heritage. Be assured that your pronouns will be respected during this trying time, and that whatever new skills you display the community is here to support and celebrate you for being yourself. Alternatively, you could be determined to honour your cultural heritage (even if that means being part of an expy alien or otherwise fantastical race vaguely inspired by it). **Should you stay in the background you chose before, you will gain an additional +300 CP to use in this setting as you see fit.**

You may for free choose your gender at the start of this jump.

-Drop-In (Free):

+Being the X-factor and a social nonentity does wonders for helping you dodge tricky issues like the Accords

-No social security = Whitey having less trouble keeping you down

Soon, the boundaries of the multiverse will open like a blooming flower. Or more aptly, a mirror crack'd. From the tides of chaos come both imminent destruction and endless opportunity. Which you choose to herald, comes down to whether you style yourself as more of a harbinger of evil...or a wise storyteller.

-Tech Expert (Free):

+As Wakanda has made at least tentative steps to open up its borders and the gods of Asgard walk among men, this is a golden age for scientific breakthroughs

-You're part of the systemic problem that is cultural appropriation if you take advantage of it

The multiverse is amazing! Even in an era where space travel is nearly commercialised by baseline humanity, there's something awe-inspiring about the idea that everything you've seen in your dreams is actually a parallel world out there somewhere! Er, yes that includes the ones where you're in your underwear before a live audience. **This is canon.** Sorry. Anyway, being a nerd has worked out for you so far, you gotta be doing something right.

-Operative (Free):

+In the land where the only constant is upheaval, the two-fisted thug is king

-Trust is a tool of the patriarchy used to maintain outdated forms of social control. Fight the power, or remain a pawn in their struggle

Cloak and dagger machinations are increasingly a thing of the past. Even nominally subtle operatives will often find themselves in increasingly zany confrontations, whether fistfighting an engineered replacement for Captain America while declaring themselves the TRUE Captain America or kung fu fighting the goddamn

Abomination. Whether you join what's left of the Avengers in the life or die in the dark shall be a test of your mettle.

-Tac/Comm (Free):

+If you've maintained any semblance of order among society for this long, you're basically a legend in the world of cloak and dagger

-Your subordinates are increasingly likely to have sudden pangs of conscience due to sympathising with immigrants, even those attempting acts of terrorism, than ever

Everything's escalating faster than everyone who's anyone would like. Bad enough one group of illegal immigrants has brought their own scourge from the stars right after them, another's planning to overthrow all world governments on their own! And don't you dare count on old man Fury, because very soon he'll be recanting his own advice about "stupid ass decisions" to make quite a few of his own. Don't be like Nick Fury. If you want to be any leader worth respecting, be *better* dammit.

PERKS

LISTEN. We can't all be living the high life of Jumper, some of us got left behind when the world struck it rich and didn't look back. The struggle, the yoke of oppression is REAL and if you disagree you're a piece of shit who's part of the problem. So next time you see a poor struggling white woman who merely has ONE Infinity Stone-based power instead of your comprehensive arsenal, show some goddamn RESPECT for how hard she had to work for it. Now take your stupid cosmic trust fund assets. You better use them to feed starving children in Nigeria (no, that's not Wakanda's job, shut up) or something.

The Roaring 80s (Free): Ah. Rock 'n roll. Motorcycle leather. According to a certain high Evolutionary, that was more than mere nostalgia-it was as close as the universe could get to the perfect society. You might have noticed that important events in this world have started echoing and taking place in cool things from a bygone decade. With this toggle, you can make everything slightly more like the '80s around you, with sheer coincidences like what outfits you change into or where you chase your foes somehow being strikingly reminiscent of various 80s pop culture. Your life can now be a music video shot by James Gunn at any moment. Have fun.

What Giant Hand? (100 CP, free Drop-In): So, remember all that effort you may or may not have put into avoiding major conflicts previously? What if we just...ignore all that and assume things will be fine? As long as you're not immediately interacting with someone or something, you have immense control over what people just don't find important.

A giant stone hand could erupt from the Earth and humanity at large would simply shrug and go on their way. A Celestial larger than the planet could appear and disappear from a personally generated black hole, and none of the major agencies stationed there would do anything about it.

This doesn't work on anything that fights, talks or otherwise tangibly impacts the natives' lives, but otherwise you can keep planetary populations blissfully calm and indifferent to the most extraordinary of events. Last but not least, as long as this effect applies the collateral damage that should logically result from the slightest interactions of such cosmic magnitude is greatly diminished.

Don't think about it too hard, it's not the point of the movie

Just Go With The Bit (200 CP, 50% off Drop-In): So you're locked in a room with a ruthless alien pirate, or a deadly assassin. Things look bad, but...what if you started making fun of his face? What if you start flirting with her? Hell, what if you start a dance battle? Amazingly enough, against all reason and logic when you start trying to distract people in a serious situation with pop culture references, jokes or something else that ruins the mood of a serious struggle, their competency drastically goes down for a short while and they're often open to just playing along with whatever silliness you're cooking up for a while. Do be warned that an incompetent thunder god can still trivially pulverise a much weaker being if he can land a solid shot, though.

Dance off bro, you and me! Why? Because it's funny!

Slipping Through Time (400 CP, 50% off Drop-In): Your frequent ejection and insertion from space-time has endowed-or rather, inflicted-a rather odd ability on you. You can pause or travel through space-time either physically by transporting yourself to things that are important to you, or mentally by shunting your consciousness into a past version of your body. Your ability to move outside the proper flow of time also allows you to pause it, take others with you on your journeying and perhaps other tricks with experimentation. A happy consequence of this is that you're immune to temporal radiation, the effects of reality destabilising and other environmental hazards related to space-time breaking down. For now, this is simply a rather interesting party trick you've mastered to the extent that unlike a certain variant of Loki, it's more or less under your control and not actually a detriment to your social life. But you've got a hunch that with immense amounts of practice-centuries even for a God of Lies-you could learn to weave time itself like a loom.

You're literally a walking plot hole

Get CANCELLED (600 CP, 50% off Drop-In): You know, despite all the wondrous struggles and climatic showdowns going on here there's not a lot going on that actually *matters* in the long run after the Snap (or if you prevented it, the time when the Snap would have happened). When you identify the person, object or phenomena that is the main reason a complex event is happening and punch it really hard, everything just seems to wind down and take care of itself into an easy, safe status quo that leaves you better off than you started. Even powerful artifacts like the Infinity Stones or once-formidable organisation like HYDRA just kind of...fall apart. Alternatively you can try to redeem that person, banish them to another universe or something else; the result is the same as long as the underlying cause is dealt with somehow. Expect to make a friend or two out of the whole ordeal as well as things like damaged property or relationships to take care of themselves while legal charges are completely dropped; your good fortune in everything is such that you could turn a small business into a big company within the few weeks or so after your triumph-or alternatively, cut through red tape and get legal rights to those Infinity Stones no one's using if they were the centrepiece of a massive conflict.

It's almost like whoever's writing the worldending crisis of the week is just tired of the whole thing, but is legally obliged to give you props as the protagonist.ge

"Shut it, Dad" (100 CP, free Tech Expert): UGH. Do you know what the biggest barrier to up-and-coming talent in the STEM fields is? It's not acing exams because (with this) you can do that effortlessly and it's not getting employed at a professional or even governmental level because (again, with this perk) that will never be a problem for a special snowflake like you. No, it's getting some GOD DAMN RESPECT from the boomer dinosaurs that infest the upper ranks of every institution you're trying to break into like fat, white leeches bloated on a systemic network of favouritism and patriarchy. You're very good at haranguing people into submission with non sequiturs about your age, your race or literally any somewhat

unique feature about yourself until people would rather just stop arguing with you altogether.

Friendship Bracelet Science (200 CP, 50% off Tech Expert): In the near future, a certain soon-to-be Black Panther will discover that the key to curing *an unspecified tragic disease* which cost her brother's life lies not in all the technological wonders of Wakanda-but a random gift from the Atlantean monarch who held her hostage. Perhaps you understand whatever the hell is going on there better, because like Shuri you've discovered that you can study emotionally important items to make significant breakthroughs in technological fields you already understand. The more emotionally important the item, the more you'll learn from it. The lucky coin you've had since you were 12 is unlikely to do more than let you build a cooler screwdriver. Your cassette tape that's the only thing you have to remember your mother by? Prepare to re-invent rocket science.

Highest Form of Flattery (400 CP, 50% off Tech Expert): The arms race is on. There's nodes of vibranium waiting for the world to crack wide open, and the USA is scrambling for a replacement super soldier serum. Your technological intelligence rivals that of a certain alternate timeline Killmonger as well as this one's Riri Williams. You're particularly skilled with feats of reverse engineering that take vastly less time, effort and resources than you'd expect. It matters not how much experience you have with the relevant field, insights into the underlying principles and how to retrofit them with any existing proficiencies you have seem to spring out of nowhere for you merely from studying the relevant technology. This explicitly includes tools like those belonging to Asgardians, which seem more magic than science, and similar fusions of the arcane and the scientific. Depending on how much data you have to work with, everything from hacking your own vibranium armour to hijack a system capable of wielding the Infinity Stones to building your own Iron Man armour in your garage is possible.

Craft of a Conqueror (600 CP, 50% off Tech Expert): Alone in Heaven and Earth, one man is honoured with the genius to rule the multiverse. And though like him, if you ever had an empire under your thrall it is long lost to the reaches of time, he now has an equal in the transdimensional sciences. Even stranded in unknown territory you are capable of constructing power armour not only capable of enhancing your own abilities to levels rivalling the finest Iron Man suits but also capable of absorbing and projecting pure energy on a scope that threatens entire armies. Projecting modular forcefields great enough to support yourself as well as your machines of war, and telekinetically halting weapons or enemies in place before tossing them great distances? Trivial. Perhaps your most potentially lethal inventions are an array of technologies for travelling between different realms of existence, whether tearing portals between universes (or points of space in the same realm of reality) to unusual dimensions like the Quantum Realm, to even alternate timelines. With enough time and resources you could replicate just about everything exhibited by the Time Variance Authority, from their strange extradimensional chambers to their timeline-wiping bombs to the Loom of Time itself that regulates events in the Sacred Timeline...and most of all, the finely calibrated tools of prediction and time manipulation that are the *real* reason why the TVA can get anything done at all. The resources and tools you'll need for this feat are immense, but the skill of conquering time is yours.

Perhaps you *were* among the Kangs, even. **Optionally and for free, you may choose to be a Kang variant.**

Remember That Time You Made Me Try To Kill My Friends? (100 CP, free Operative): You'd expect an event as severe as the Avengers' own civil war or inaction over disassembling the Kree empire spanning decades to leave more of a black mark on your reputation, but it turns out that as long as you make clear you've been having a hard time and your feelings were hurt everyone is suddenly way more understanding than you'd expect. You're very good at making an emotional appeal to convince people it's in their best interests to not only work with you, but rekindle a long-tarnished friendship or even start a new one. This...technically isn't absolute and only offers forgiveness and acceptance not true influence, but if the likes of Helmet Zemo can form something like mutual respect with Captain Bucky Barnes then frankly the sky's the limit.

Warrior of Legend (200 CP, 50% off Operative): You've surely heard of legends such as Natasha Romanov by now, but there is an older breed of warrior that long predates her. Warriors such as the Dora Milaje of Wakanda, capable of disarming aliens with advanced technology by *chucking spears*, or even the Jabari Tribe's sheer physical fitness allowing them to smack alien Outriders capable of wrestling even Captain America or the Black Panther to the ground using *big sticks*. Or like Shang-Chi, heirs of the Ten Rings trained to kill a man in every possible way by the age 15 that can storm entire criminal organisations and once wielding similar power match warriors exceeding them by thousands of years in combat experience. The specifics are up to you, but your past is now changed so you have one such background in unique and deadly combat training that borders on the supernatural.

Agent of a Higher Power (400 CP, 50% off Operative): Forget bordering, you actually are supernatural now. A supernatural force of some kind has chosen you as their personal agent, endowing you with powers and abilities suited to their themes. You could be a second Great Protector capable of projecting blasts of wind that can knock even other gods from their feet, a contemporary of Moon Knight or even the wielder of a forgotten Asgardian artifact on par with Mjolnir or Hela's headdress. You could even, like Echo, be the latest in a long line of matriarchal Native American shaman warriors endowed with the support of your ancestors as well as great empath powers. At most, this can grant something like a shadow of the Mighty Thor's power as Jane Foster was-but if you choose esoterica and mysticism over pure might, this can potentially also offer stranger abilities (like altering the night sky or sealing another deity into a living vessel) and divine communion like that which Moon Knight enjoys rather than merely the power of an absent one. Even a god can benefit greatly from this. Perhaps additional aid from the divine is what sets an Allfather above his fellow Aesir-or the key for a mere goddess of death to surpass him.

O Captain, My Carter (600 CP, 50% off Operative): Once upon a time, it was considered a momentous event to pick up a random artifact or super serum that gifted you with extraordinary powers. Then you came along and...well, let's just say that it's very obvious *someone* in high places wants to make clear that you're

the next big deal main character they're hoping to push in all the movies. Extraordinary artifacts and wondrous powers are attracted to you like flies to honey. Wherever you go, you'll bump into things like friendly wizards or shamans happy to bless you with incredibly powerful spells for the flimsiest pretexts of cooperation. Moreover you have a particular affinity for such abilities, mastering and using them more efficiently than the original wielders to a degree so extraordinary it's a wonder you weren't the real hero after all. Some supersoldiers might throw shields fast enough to concuss Iron Man, but you could bamboozle even a hyper-advanced AI in an organic vibranium body with one as long as you're both durable enough to take it's hits. Maybe that's why in your timeline, HYDRA is nearly done for while it remains a problem for decades in theirs?

Solo Gig (100 CP, free Tac/Comm): So, remember those trust issues and that paranoia? Turns out in this world, it was entirely vindicated. Well, fuck 'em. Whether SHIELD turned its back on you or you've decided to take on an alien conspiracy all on your own, luck swings wildly in your favour as long as you're leading a numerically and logistically inferior force against a vast, sprawling organisation. Despite this perk's name, Guardians of the Galaxy-style whacky teamups can benefit from it. A really stupid plan and overwhelming odds can still get you killed, but between their bullets missing while yours hit weak points and the chances you'll have to take a shot at the great big cumbersome worldending war machines it's like you're all action stars in a really cheesy movie.

Again, *just like the '80s*.

Comeback King(pin) (200 CP, 50% off Tac/Comm): They can tear down your establishments. They can put you in jail. Hell they can *retcon* you from a strict social recluse to a public loan shark with several previously undescribed loving relationships and a wide circle of friends. It doesn't matter. *You just keep coming back for more*. Your businesses and agencies are extra lucrative, efficient and fortunate while attempts to sabotage and deconstruct them face various circumstances that make tearing them apart harder than it should be. And while you can still get beaten to a pulp or guilt tripped with matriarchal shamanistic magics, it's harder to get legal and political consequences to stick to you than a Saudi prince. As long as you still draw breath, you'll always have a chance to reclaim your worldly power.

Fury's New Maxim (400 CP, 50% off Tac/Comm): You wouldn't think it, but many of the alleged masterminds from this world have been operating under...questionable at best logic of late. Nick Fury himself decided to start a relationship with a Skrull impersonating a dead woman, for example. General Dox's pigheadedness somehow resulted in what was depicted as a redeeming death rather than a pointless and avoidable one. And yet, somehow this always works out in the end. Any tactician can plan for something rational and expected. You on the other hand, excel at seizing victory from the jaws of batshit insanity.

Whenever you undertake something you know at an intellectual level to be a *stupid-ass decision*, eventually a benevolent coincidence will happen at a much later date. Conversely, accomplishing *stupid-ass decisions* is not only easy but you intuitively sense how to accomplish maximum stupidity and assness with them-

setting in motion events of such chaos your hand can scarcely be detected. Covertly let an international terrorist escape via unofficial channels? Well he escaped but in your time of need you can rely on him to take out your captors as well as come into information for that artifact you're tracking down. This in no way, shape or form negates the consequences stemming from the stupidity of said ass-decisions, but as long as you can negate or roll with them you'll be able to salvage much greater rewards and benefits than usual from sheer happenstance. Just...please don't get carried away with this. Eventually, actions do have consequences.

Wakandan Space Jesus (600 CP, 50% off Tac/Comm): Your silver tongue and tactical genius is so great, it makes the Asgardian God of Lies look even worse than before. Your gift of the gab is so extraordinary that were you of a heroic nature, you could convince a genocidal zealot like Thanos to at least put his plans on hold and become a member of your crew-and charm someone as standoffish as Nebula while mending fences with her estranged family. It goes without saying that not only could you forge a band of sworn companions out of people from all walks of life devoted to you, but inspire them to perform at the peak of their potential. On the other hand, as a villainous sort you could convince someone you kidnapped as a political hostage that you share a deep, profound bond just by talking about a vaguely unpleasant event in your childhood while giving her something like a bracelet. Or analyse an empowered hero well enough to defeat him without any powers of your own. Whoever you are and whatever your goals, when you speak even gods listen.

Superheroically Abled (100 CP): Ever since you were young, you've "suffered" from a certain unique physiological abnormality that has left you...differently abled. However, being a strong and powerful individual of uncommon will, through a unique training methodology you managed to turn your weakness into a strength. An example would be the crimefighter Daredevil's blindness gifting him with echolocation, coupled with his crimefighting prowess that has allowed him to fell dozens of thugs with his bare hands. You may instead choose to be-for example- numb to pain and therefore capable of unleashing hysterical strength at will or an incredible empath due to your inability to speak but the overall benefits you gain will always be comparable to Daredevil's.

Superheroically Discriminated (100 CP): Ever since you were young, you've "suffered" from the racial oppression that has left your race...in a unique position in society. However, being a strong and powerful individual of uncommon will, through a unique training methodology you've managed to channel the power of THE STRUGGLE to win friends and influence people. An example would be Nick Fury convincing Rhodey Rhodes to act against his own best interests because they were both held down by mediocre white men in their own profession. You may instead choose to promote the idea of anime being mainstream because you're Latinx or use your status as being Japanese to put together a team to overthrow the American government, but ultimately this perk lets you convince people that share a race with you to help you with a nonsensical string of logic that is at least *somewhat* related to racial tension.

Superheroically Gendered (100 CP): Ever since you were young, you've "suffered" from being a beautiful, special person in a society that doesn't always understand your sexual preferences. However, being a strong and powerful individual of uncommon will, through the power of love you've managed to awaken the passion of kindred spirits. An example would be the Eternal Phastos being in a loving marriage with his husband despite being an immortal automaton created by cosmic entities who has seen civilisation rise and fall. This perk does literally nothing else but make you extremely charming and a good romantic partner to members of the same sex. It doesn't even make you more conventionally attractive. Love is blind, after all.

Superheroically Affluent (100 CP): So there's these things called "accountability" and "consequences" that you've heard described to you when you were young, but like the Tooth Fairy or Santa Claus have in practice been these naïve ideas you've never met in your daily life. And so, as a strong and powerful individual of uncommon will you've discovered that there's no problem in your life you can't make go away by throwing enough money and red tape at it. An example would be Valentina Allegra De La Fontaine being implicated in the O.X.E. Group's Sentry project, dispatching several operatives to destroy the evidence then kill each other, then gaslighting the survivor of that experiment into her dedicated goon...and evading all meaningful consequences by hailing those same operatives as the New Avengers, compromising whatever remained of their morals with the silky promise of financial stability and global renown. Likewise, you can exert your position in an organisation and use any finances you get a hold of to exempt yourself from the legal and to a lesser extent social consequences of any mundane crime. Yes, this already happens in the real world and it costs more money or higher status to evade greater crimes, but the heinous acts *you* can buy and bully your way out of are staggering even by those standards. You could shoot a man in broad daylight and then pay his family \$\$\$\$ to get over their grudge against you by next week, with at least a modicum of explanation for why it was necessary.

Super Her-O (100 CP): Harder. Faster. Stronger. *Yeah.* Ever since you were young, you've "suffered" from being a woman in a man's world. However, being a strong and powerful individual of uncommon will you've gaslit, gatekept and girlbossed so hard that reality itself seems to have knelt in awe. Like many female protagonists in this reality, even if you're not doing anything particularly special your actions tend to have a knock on effect that gives you extremely good PR, while also mocking those who oppose you-or hell, happen to be in the same general vicinity as you without actively helping or rooting for you. Save someone from a falling building? You're not a vigilante like that freak Spider-Man, you're a stunning, brave and strong woman! Get fucked by Daredevil? You're not a slut, HE'S the slut that got banged by YOU and has to take the walk of shame back home! You can absolutely still screw up, be defeated or whatnot but the moral slant of your actions errs towards rectitude unless you really, really go out of your way to signal to everyone that you're the bad guy.

Emasculation Emancipation (100 CP): So picture this-your friend is in a fight to the death with you, against his will, and possibly against yours too. Your very good friend. Well, maybe not so very good because his idea of avoiding his father's evil legacy is to find alternate revenues for financing it and because he did blackmail

you to do his bidding shortly beforehand, and also it's debatable if you're friends after several mutual attempts to ruin each other's lives BUT THAT'S NOT THE POINT. The point is there's a solution.

Mind control? Bionic implants? A magical geas? There's a simple way to create a chink in such measures, my friend! You just have to kick him, or possibly them, in the dick!

Of course, it has to hurt to work, making this harder to inflict on the truly powerful. Not lethally, you can permit your poor friend to have children and piss standing up...someday. But at least as much as Riri Williams hurt a bionically enhanced Zeke. Which is to say that to save your friend he'll need to be doubling over in pain and groaning on the ground for a while. And there's a chance particularly sophisticated systems of control may need an additional measure like a virus to fully dismantle, though at the very least this will definitely stop him from attacking you.

Also this perk only works on white heterosexual men.

Transform Her? I Barely Even Knew Her! (200 CP): Bulging muscles and monosyllabic grunting are SO not your thing. Through the intervention of almighty K.E.V.I.N. the ultimate dictator of this reality, you've been endowed with a peculiar trait that lets you convert any transformation-based power which normally interferes with your higher brain functions to have an additional, sexier form that allows you to retain perfect mental clarity. This has no effect on transformations that don't decrease your intelligence, but for example instead of turning into the sensational She-Hulk as a woman. It seems K.E.V.I.N. sees great potential in this storyline, because not only can you acquire She-Hulk-like physiology through this but unlike She-Hulk you can do this with any similar transformation.

The Peter Principle (300 CP): Some people are heroes to entire universes. Others, are one person's entire universe. Every version of that one person. Choose a character that is canon to the Marvel Cinematic Universe. You are now one of the dearest, most important people ever to that character due to being part of (even if not very important) to their backstory. The specifics of that relationship are up to you, whether you were their best friend at work or something more, but so close is your bond that every other version of that character in this reality *and even others, should you encounter that character in non-cinematic universe Marvel jumps or other media*, thinks similarly highly of you due to other contrived circumstances. You could stop a homicidal army of that character from pummeling one of their own just by showing up and getting them to throw you a parade. You're really someone special! Even if you aren't the webslinging Peter.

After this jump, you can choose a single character in another setting for this perk to apply to.

Drifting Anchor (300 CP): Some heroes are born. Others, forged. And still others, *earned*. At some point in your setting's history, you put your life on the line to save the world. Things like that *matter* to the fanbase-I mean, the inscrutable powers that be out there. That's why you've become an Anchor Entity: A sort of cosmic

focal point whose mere existence prevents universes, timelines and similar spans of reality from unravelling from existence. Oh, a Titan with a gauntlet can still snap away half of life or a cosmic world-devourer can still eat it's fill-but esoteric effects such as "no longer being fated to continue to exist if one person dies" won't end the world you're in anymore. Your interdimensional nature allows you to toggle this effect on and off, but it only applies to realities you're inside of.

This is a pretty selfless perk, all things considered. There is one minor upside: It also tends to make people instinctively view you as the kind of hero with the integrity and determination to save the world. It's not the gleaming shine of America's ass or anything, but it's a pretty good gut feeling that could make even strangers from another timeline look up to you if you just show some initiative. Might just be the tipping point for some washed up bum applying for the Avengers, if only at an entry level position. Furthermore, once every 10 years if you die sacrificing yourself in an honest attempt for a selfless cause (like saving the world from certain destruction) it functions as a 1-up for you *and* anyone who was risking their life alongside you. You just...kind of walk away from things like matter-antimatter collision with little more to show for it than dust to brush away.

Witching Ways (400 CP): There are many paths to mastery of the mystic arts, and not all of them are as benign as those practiced by Dr. Strange. You've stolen power above your age and station by practicing the darkest of magic, as a practitioner of sorcery on par with Agatha Harkness herself.

Like the Masters of the Mystic Arts, you can project and detect mystical energy in a variety of ways-though bindings and restraints are often the most useful for dealing with other practitioners. Your power over the mind is no less formidable, letting you not just create dangerously lifelike simulacrae of entire environments but even turn the illusory constructs of others against them-or shield your mind from all but the greatest of such assaults. From flight, to imbuing objects capable of simulating powers such as super speed or hijacking existing artifacts, to teleportation, to even necromancy there's few certainties on your limits-save only that there are beings of greater mystic or cosmic power such as the Scarlet Witch, and that it's hard for even a sorcerer or your calibre to practice while immobile and silenced.

Perhaps your most dangerous ability is the power to corrupt and absorb magical energy, allowing you to slay entire covens of witches or other supernatural beings and siphoning their energies into yourself. Though such a power is capable of even granting immortality beyond a mortal lifespan, excessive use may attract the negative attention of this world's Death.

Unseen, Unheard (400 CP): Those poor, unfortunately souls out there have *no idea* what you're capable of...to help them help themselves! You may not necessarily be the demon Mephisto with all the power that comes with him, but at the very least you've picked up a few tricks. When someone comes to you with an earnest desire, a reservoir of dark magic within you can be unleashed to eagerly respond; you must at least pay lip service to fulfilling the wish, though you have great description *how* such as giving someone the tools to accomplish their goal instead

of granting it immediately. Why fulfil someone's cherished dream of unaided flight as imagined when you could turn them into a bird instead?

Even as a mundane human, this perk would give you the power to fulfil the supernatural happenings seen in Ironheart: Resurrection of a long-dead soul in body, the creation of powerful demonic artifacts like the Hood's titular artifact and stopping time temporarily. If you feel like being a bad Samaritan, you can even curse whatever means of granting your wish you manifested with a seething corruptive taint that ruins both the physical integrity and soul of whoever comes into contact with it over time. Such power seems to have been provided with a purpose, as if you have other supernatural powers of your own then other abilities related to wish granting or bargains of all kinds seem to be proportionately enhanced.

High Luminary (400 CP): Knowledge can be dangerous in the wrong hands. Especially when filtered through a narrowly focused lens, like a beam of light whittled down into a laser. Choose a field of science-something like the High Evolutionary's mastery of biological sciences. You are now an extraordinary intellect, certainly capable of branching out-but with particular genius in that field that-given the tools and resources of an interstellar corporation-you could use to do a better impression of a creator god than most actual deities in this world.

Grafting cybernetics into ordinary farm animals and upgrading them into sentience? Child's play. Creating a personal race akin to humanity but capable of constructing cutting edge of technology even by the galactic community's standards? An interesting hobby. Building technologies capable of destroying and recreating an entire planet's surface along with the civilisation upon it, building yourself a personal suit of gravity-manipulator armour or building battle-ready ships equipped with the facilities needed to perfect your biological wonders? Now, that's a real man's work-make no mistake, even outside your preferred field your understanding of science is an existential threat by the standards of this world's spacefaring civilisations. But in that field, simply through the construction of technologically advanced tools your work rivals the miracles of long-dead gods or those touched by cosmic energies. Imagine a man capable of flying fast enough to chase down a fleeing ship, and strong enough to rip a hole through it. Now imagine an army of them.

That is what would have happened if the High Evolutionary had *actually* wanted to conquer the universe.

Heights of Evolution (100/200/500 CP): But who wants brawn over brains? Perhaps instead of being the High Evolutionary's intellectual peer, you were one of his test subjects. Or otherwise uplifted by a comparatively powerful being. How much of attention they deigned to spare you depends on the price selections below.

For 100 CP, like Rocket Raccoon or the wretched Hellspawn used by the High Evolutionary as goons you have had a wide array of mechanical cybernetics installed haphazardly throughout your body. This can grant you everything from built-in miniguns, laser-shootings and buzzing weapons to Rocket's extraordinary strength and speed for a raccoon his size-to even something like Nebula's utility

cybernetics and the apparently powerful energy core within she can use to supercharge a spaceship's lasers when connected. You have a wide discretion to what your augmentations can do, but at this level don't expect to have anything that can win an armwrestling contest with Groot without popping off a lucky shot at him first.

For 200 CP, you have been augmented to a level similar to the foremost of the Star Children (formerly fish). Phyla can run for two hours (upside down, in a circular construct) without breaking a sweat, survive on 30 calories a day and an hour of sleep a week, rewire a carbonetrix core in under 2 minutes and is always happy (notionally). You also have a limited ability to manipulate cosmic energy-far from the heady heights of the Celestials or even their spawn, but sufficient to blast your foes with fist-sized pulses of it freely.

Finally for 500 CP, you have been custom-tailored to be the most powerful specimen of your race-far exceeding any of their individual capabilities. For the Sovereign, that would be Adam Warlock-who can survive an exploding spaceship, fly under his own power through space without any injury from its environment, tear through a starship's hull and regenerate quickly from damage somehow inflicted despite all that with minimal outside help. Said flight is sourced from your manipulation of cosmic energy, which is powerful enough to vaporise the average humanoid down to their bones. Who can say what a creature greater than a Sovereign would be capable of? Alas, it appears this level of augmentation represents one of your kind released early from the complex medical technology needed to augment you-though at least your personality hasn't been noticeably hampered, and perhaps time and training will wring out your full potential.

Devourer of Eternals (400 CP): But while some spend all their lives chasing the pinnacle of evolution, others were *built different*. The Deviant Kro has a unique ability that vastly exceeds his brethren: The power to absorb cosmic energy from Eternals he kills. And somehow, you've developed a similar mutation. After slaying a foe, as long as their body is mostly intact you have some method-perhaps using siphoning tendrils like Kro, perhaps leeching arcs of electricity-of absorbing the most significant powers and memories from those you kill. As these powers accumulate, not only does your body evolve the efficiency of them rapidly over time to be optimised for battle and survival-but you find yourself developing auxiliary powers like agility or regeneration to supplement the ones you already have. Even your own form may adapt to your ideal of perfection, gaining shapeshifting abilities or taking on a more rarefied state suiting your self-image. To cap it all, using the same method you can share that power with others. Whatever grand designs the creators of the universe had in mind, life WILL find a way to reach beyond its grasp.

Spectrum (400 CP): At some point for reasons of your own, you walked through the radiation shielding barrier of a witch's hex. This has given you extreme manipulation and perception of a certain element, on par with how Monica Rambeau's attunement to all wavelengths of the electromagnetic spectrum. Apart from extraordinary durability, strength, stamina and reflexes fine enough to dodge bullets this lets you transform into your element as well as absorb it for power, project it at your enemies and perceive fluctuations such as magical interference

related to it. Practice can potentially unlock more uses, like supersonic flight and mending rifts in the universe. It's no exaggeration to say that even before such practice, you're something of a one (wo)man superweapon capable of tearing apart an army of advanced alien soldiers-and that's by far the crudest application of your powers with how you can make your element dance to your will. Even your abilities can be overwhelmed by sufficient firepower, you're far more vulnerable to attacks not made of it-though still tough enough to fight armoured soldiers hand to hand, and anything that can actually disrupt said element somehow risks leaving you vulnerable.

You can pick something other than *the entire electromagnetic spectrum* but being honest, it's a pretty damn good pick.

Star Power (500 CP): You are a special snowflake with absolutely no variants in any timeline or alternate reality. The extradimensional energies coursing through you grant great potential in magic, letting you pick it up quickly, but more importantly they let you open up massive star-shaped portals between universes, timelines, assorted realms of existence and dimensions, or points of space in the same universe. This power also lets you channel your energy into star-shaped cosmic blows that can knock around even apocalyptically powerful witches and sturdy enough to walk off a heavy metal container flung at you because *why the hell not*. Furthermore these powers are tied to your very existence and can't be conventionally extracted by the usual mystical methods of this reality.

Optionally you may choose to set your nationality to the Utopian Parallel that America Chavez comes from: A magical paradise seemingly inhabited mainly by lesbians.

Soviet Astronaut (500 CP): At some point, you were sent into space by careless Soviets and somehow landed in the Collector's collection where you underwent a series of experiments that granted you immensely powerful psionic abilities. Apart from heightening your intelligence so much that an ordinary dog could have telepathic conversations with humans (with a collar to help translations, at least), your telekinetic powers can easily repair entire buildings or slam them into monsters almost as big. Whether you're decorating Christmas trees or slamming about entire armies, neither your precision nor your power are easily matched in this world. At the edge of your current limits, you could even stop two ships the size of Knowhere from crashing into each other-at the risk of exhausted collapse. It is no exaggeration to say that this would make you an equal to, unquestionably, the most powerful current Guardian of the Galaxy. Who would probably be more widely feared if she wasn't a good dog.

The 20th Century Flops (And Blade) (100/200/400/600/800 CP): Wow. We're *really* running out of ideas for this one. So it turns out that not only are the X-Men and mutantkind a thing in Deadpool's universe, and not only is Deadpool's universe explicitly and canonically a part of the MCU to the extent that the TVA can interact with it, *and* not only is Cable a thing. But that there's loads of mutants hanging out Mad Max-style in the Void, under the cruel reign of Cassandra Nova! What are mutants? They're humans who have gained superpowers from a unique and apparently identical gene that spontaneously activates in response to whatever the

plot needs it to. Why shouldn't you get you get on the action? As long as you can pay to play, of course. As long as it's something that has existed in a 20th Century Fox production (or something unique that's roughly on a similar scale), it's fair game.

And yes, you can come up with your own convoluted backstory for how a gene that has otherwise not been shown to exist or obliquely handwaved as "enhanced" is a thing in your chain. Start in a universe where the X-Men are a thing, even. There are a few other options too; we'll get to those.

For 100 CP your mutation is both localised and relatively low-key. Something like Toad's extendable tongue, Sabertooth's sharp nails, modest super strength sufficient to run up building sides, healing factor and...quadruped movement. Not to mention the Merc With A Mouth's own regenerative factor, *mild* super strength and...uncanny gymnastics abilities? This is also your chance to gain the powerset of an unusually trained martial artist such as Daredevil or Electra, or a half-vampire on par with the film version of Blade. No, they're not mutant powers, and frankly *nobody cares* because the commonality here is that Marvel did until they didn't make enough money.

For 200 CP, your mutation is still localised but significant enough to let you go the distance in a prolonged brawl with some of Marvel's heavier hitters with a little skill. Wolverine for example has claws, a healing factor, super strength *and* an adamantium coating on his bones. In exchange for claws, Cable has enhanced cybernetics running through his body that let him project forcefields and slot awkward limbs back in place. Alternatively you could have Kamala Khan's stretching powers, letting her stretch her hands out bigger than frying pants or spread out like a parachute (and yes she is a mutant now), or electrocute things like Yukio.

For 400 CP, there are two broad examples. Your first option: Your mutation projects danger or utility at range, both within relatively focused applications. Gambit's ability to charge then project playing cards with explosive energy, Azazel and Nightcrawler's teleportation, Cyclops' force eyes and Ellie "Negasonic Teenage Warhead" Phimister's explosive blasts are all fair game. For your second option: Your mutation provides a combination of super strength and toughness that would let you outfight a modern tank squad. Colossus' metallic physiology, Angel Dust's superior might or the Juggernaut's unstoppable power and brawn are all on the table. In general, any effect at the level of power where Deadpool and Wolverine *with no outside help* cannot reasonably defeat you but SHIELD with all its' resources sans the Avengers easily could is valid. Something like Domino's luck powers letting her survive ludicrously poorly planned parachuting events and walk safely through traffic-but not necessarily win a close range fight with Cable. As another exception to the general rule of mutantdom any of the Fantastic 4's movie powersets are fair game too at this tier.

For 600 CP, you're a one-mutant army. A potential civilisation-ender, or saviour of the world. Russel "Firefist" Collins might look pudgy for now, but given time his pyrokinetic powers will let him level buildings, empower existing fires and generally raze the world to ash. Professor X's extremely long ranged, fine-tuned

telepathic powers as well as Magneto's abilities letting him lift submarines or turn a coin into a bullet are famous of course-but less famous are those of his Void-stranded sister Cassandra Nova. In exchange for a much shorter range as well as a need to rummage her fingers through brains to actually read minds, she can tangibly warp reality. Degloving a man in an instant, slamming people around or tearing limbs like plucking legs off an insect are all fair game to her. So is keeping herself alive from several bullets to the guts. Of course, all such things fail if a certain helmet is worn-or slammed on her.

And of course, for 800 CP you're one of the *real* reality warpers. Sebastian Shaw might play around with energy, En Saba Nur with space and matter, but Jean Grey outshines them both. Initially she is "merely" a telekinetic who's also a telepath rivalling Professor X, but like her hidden deep within you-whether as the full potential of your psychic powers or an actual cosmic force of destruction and rebirth, as two different movies purport-is a boundless reserve of power that can do everything from shatter alien spaceships to manifest a fiery avian projection around you. Even raising the dead on a planetary scale isn't out of the question. In fact, since we're going so far off the beaten path you might as well choose powers as bizarre as David "Legion" Haller or Amahl "The Shadow King" Farouk, who have created kaiju-sized psychic constructs, torn apart time-eating demons and reduced mortal foes to dust with a thought. Really, the sky's the limit here-save that if you aren't tethered to a fleshy body there's probably a glaring weakness to whatever bizarre energy being form you've attained.

Eternal (200/400/600 CP): Consider the race you chose in the MCU part 1 jump. It was a lie, a façade-a masquerade chosen by Celestials for their own inscrutable purposes. For as an Eternal, you are one of their agents: An unaging synthetic being of metallic musculature constructed at the World Forge, capable of surviving the vacuum of space with no issue and fuelled by infinite cosmic energy (which is really more perpetual than the literal interpretation of that term, considering the Eternals are vastly inferior to their Celestial creators). Few things, like a certain mutation of the predatory Deviants, can siphon this energy from you in this world. In all instances the Eternals are stronger, faster, regenerate much more quickly and more powerful than at least baseline humanity to the point of being able to fell creatures that could tear them like rice paper in melee-not so great as to rival the strongest avengers in truth, but at least able to harm powerful alien superpredators even before using your unique powers. *What else* you are capable of depends on what functions your construction prioritised. How such replicas compare to other races when emulating them is unclear, but at the very least you won't be weaker than whatever your other racial choice was.

For 200 CP like Kingu, Phastos, Gilgamesh and Thena your powers are relatively localised. You could be the physically strongest Eternal in terms of lift capacity and punching power-but your power is so fixed to that function it does little more than equip you with an energy endoskeleton to assist you in combat-or summoning shapeshifting archaic weapons and armour capable of competing with the gods' own. Alternatively as an inventor like Phastos you could have an astounding intellect for creating technologies of all kinds as well as making holographic projections to map them out-and in a pinch, emulating small instances of your creations in cosmic energy constructs or projecting yourself and others with

forcefields. But with longer notice, greater wonders are also possible in exchange for your relatively modest abilities-such as creating the bracelets responsible for the Uni-Mind phenomena allowing a series of Eternals to pool their powers into one and resulting in a force exponentially greater than the sum of its parts, potentially granting them the power to commune with and even overpower a newborn Celestial.

For 400 CP like Sprite, Druig and Makkari your function is something that makes you a threat to entire armies on short notice. You could be capable of telepathically bending armies to your will, or bewildering them with extremely complex illusions. For the more physically inclined, running around the Earth in minutes as well as creating speed doubles in battle and weaponizing sonic booms safely is possible.

Finally for 600 CP, like Ikaris and Sersi you are counted among the strongest of the Eternals. Even if Ikaris is not strictly speaking the strongest and far from the fastest in land speed, his strikes can crater the ground and he is durable enough to take Makkari's supersonic blows with little issue. He possesses eyebeams capable of shearing through even the Eternals' advanced spacecraft (and even few Eternals can withstand such power indefinitely when it is concentrated upon them), and fly to the sun in minutes. Sersi on the other hand has the ability of matter manipulation-changing rocks to water or metal to sand with a touch-even transmuting solid earth into living animals. You even share a unique ability she has gained recently: The power to transmute *living* things into inanimate substances.

As a final note of courtesy, you do not suffer Mahd Wy'ry with this option alone-and you may choose if you were among the original Celestials sent to Earth in its distant past (adjusting your age appropriately to...a frankly unfathomable amount of time), therefore being subject to the secret resets they have undergone at the Celestials' hands, or are a rogue agent like Eros with fewer allies-and even less responsibilities.

The Sentry (600 CP): It seems that O.X.E. had more than one surviving test subject, and unlike Bob you've somehow come out of it with your mind intact. Through some dubious combination of cutting edge super serum research and god only know what else, you've seemingly been endowed with durability great enough to treat heavy firepower like light rain, supersonic flight and immense strength-all the hallmarks of a superhero! *Seemingly*. There is a darkness to your light-a torrent of shadows unleashed by great stress or malice that can easily swallow up New York City, or turn others into living shadows. Reality is malleable within these shadows, with showing people realistic visions of key moments in their lives being a fairly easy application of these powers. Fortunately, a steady and focused mind can also let you banish these shadows with light from within yourself. Who knows what else you could do with these powers in time? The other subject was assessed as "stronger than all the Avengers combined" albeit by someone who wasn't present when Thor opened a gateway to Eternity with the Bifrost and isn't informed about Wanda's status as the Scarlet Witch. Even supposing that represents power great enough to overwhelm the Avengers during their battle with the Chitauri, it's likely that you have everything it takes to be this world's greatest champion-or it's direst destroyer.

Wiccan (600 CP): You're not actually real. At some point, a powerful wielder of Chaos Magic (or some comparable force) decided you should exist-and then either died, or lost their powers, or just got bored-it's not important. What is, is that your soul outlived the physical destruction of everything else your originator created. Leaving you a disembodied spirit capable of possessing the deceased, walking through walls and many other ghostly things. While the likes of Wiliam Kaplan would very much prefer to keep the first body they get into, your ghostly nature is extremely persistent. As a living paradox sustained by whatever force renewed your life, your soul will simply keep reincarnating in ways even cosmic embodiments of it will find difficult to restrain.

That's not why you're dangerous. The pure Chaos Magic (or other cosmic energy) has given you powerful reality warping abilities that this perk alone provides little control over. You might be able to do something comparatively simple like age up a body you're inhabiting to your desired age, unmake a sealing spell or telekinetically dunk some witches into a bog, but abilities such as sensing the thoughts of mundane humans when they feel strong emotion may prove uncontrollable. But once that potential is harnessed? Creating an entire town-sized pocket dimensions shaped by your subconscious thoughts as much as Wanda's Hex with pure belief isn't even the peak of what you're capable of. You have the potential to even slap around cosmic entities such as Death and Eternity with your power-though it's unlikely even you could hold off such a being forever. The only question is where you'd find a mentor who can guide you to hone such abilities...

Inevitable* (400 CP): A boast that Thanos styles his approach by. And yet, as events proved far from the truth of things. Here then, is a simple gift: Your life is an Absolute Point of this world. Call it causality, call it fate-you are simply not meant to die in accord with the laws that underly the very universe itself. You can still be imprisoned, transfigured, banished to far-flung places-any number of unpleasant fates await you, but within this reality (and the first one you arrive in for future jumps) it is simply impossible for you to die. If anything could overturn this rule, it would be an event or force capable of essentially ending the universe and creating a new one-or perhaps overlaying other universes atop each other, where your immortality is not necessarily so fixed.

Of course, now that you're a main charac-ahem, inevitable you may find eternity a little dull without distractions galore. **This perk is a capstone booster, enhancing the following perks:**

Get CANCELLED: End the show? Honey, you're a *showstopper*. You've become aware of that mysterious barrier known as the 4th Wall that separates this fictional universe from a real one in which diverse writers excitedly scribe the events depicted in this reality. At any moment you can talk to the "audience", a bizarre feat resembling schizophrenia to most right-thinking denizens of the MCU's reality which also puts reality "on automatic" allowing you to ignore the consequences of things like not paying attention to where you're driving or what's going on in a fight until you stop talking to the audience. Think of it as an invincibility frame dependent on your refusing to give reality your attention.

Psst. Yoo-hoo! Here's a few more things you can do with this awesome gimmick that Ms. Green With Envy totally stole from me. Enforce dramatic slowmo sequences in high-octane action scenes! Create credits and title drops! Grab the camera and give 21st Century Fox your honest, unbiased opinions!

More usefully you can physically leave this world at will through a television screen, a Netflix catalogue or something similar-and navigate a strange yet mostly mundane world to try and convince the writers there to alter reality. Be warned: Most writers have very limited jurisdiction, and here the ultimate authority is the supercomputer K.E.V.I.N. who has truly unbridled scope over the plot and while not unreasonable, prioritises a good story above all. K.E.V.I.N. is certainly open to alter events on a vast scope in someone's favour, but unlikely to truly end all conflict permanently. Only challenge such a being if you are confident you are a dream who no longer needs his dreamer. In future worlds, while who exactly the writers are and where they live may change-but expect similar challenges to getting the story the way you like it.

Wow. Nice nerd reference for NERDS. Anyway, see you in the drawbacks section.

Craft of a Conqueror: For all of Kang's prowess, in the end he is just a man. A man whose reach exceeded his grasp going by the first war between his variants. And you? You've recently learned that one of your parents was actually a Celestial, a being of cosmic scope, inscrutable intention-and mercifully, somewhat better parenting skills than the insatiable Ego. Moreover, that you yourself are one of the very few genuinely successful hybrids of Celestial DNA and mortal stock. While you are far from the heady heights of your progenitors, warping through the universe via black holes or setting in motion some manner of Expansion, your ability to generate and shape cosmic energy is capable of everything from augmenting yourself enough to fly through space, to shaping matter into vast constructs fighting on your behalf, to blasting apart fleets of ships. Time, and only time, will tell if you can reach the heady heights of terraforming planets as well as creating uniquely powerful lifeforms. But you have nothing but time as an immortal. As the creators of all life, no technology, species nor likely even magic is truly beyond the Celestials' shaping-but such complex feats are also the fruits of practice by beings who view time on a cosmic scale and open up wormholes with a thought. The wonders and horrors you can create with this merely using your knowledge of advanced interdimensional technology already beggar belief.

Remember the part about good parenting? Like a certain variant of Peter Quill, your Celestial parent allowed you to absorb a seedling or some similar amount of biomass from itself. While said powers are technically contingent on your proximity and them living on, this arrangement ensures that part of them will *live on inside you*, ensuring you will be able to continue using your powers even after this jump.

O Captain, My Carter: What do you gift the operative who already has a grand and intoxicating amount of power? Several more powers of course! Whether through a

similar genetic engineering program as the Super-Skrull project used to uplift G'iah, some sort of nanotechnological assimilation or even a mystical rite you have obtained the intrinsic powers of up to 10 powerful entities. Examples include Drax the Destroyer, Thanos, Groot, the Hulk, Cull Obsidian, Korg, Abomination, Captain America as well as Thor Odinson and Captain Marvel herself-both of whom define the maximum scope for individual powers obtained from this option (all of Wanda's psionic powers shown prior to WandaVision are acceptable-her full potential as the Scarlet Witch is not). And while *relatively* modest compared to some of the abilities obtainable here, it should go without saying that the whole of such powers is greater by far than the sum of their parts. Be *very, very careful* with this.

The only real limit is the power has to be obtainable from a *living* being fitting the above condition. Which does not include the Eternals, Aida or Vision (who are explicitly constructs).

Wakandan Space Jesus: Things have been lining up pretty well for you, haven't they? You win friends. You influence people. It's almost like you're the star of your own show within your show, like you're overwriting reality with your will, like...you have Wanda Maximoff's true power. Oh dear. Either something has gone horribly wrong in reality and there are TWO with the mantle of the Scarlet Witch: A herald of apocalyptic magical power exceeding even the Sorcerer Supreme, as foretold by Cthon the first demon in the pages of the Darkhold. Or you have been empowered by different magical forces-perhaps the same ones who wrote the Book of the Vishanti-to comparable heights. Whatever the true nature of your abilities, changing everything from the weather to time itself across an entire town to radically change it to resemble a cheesy sitcom is well within your power, as is creating copies of powerful beings such as the Vision (or even endowing entirely new ones with superpowers of their own) as well as siphoning energies of all kinds from other sources is well within your power-though be wary, at this point your powers are akin to Wanda's own when she first discovered them-unpredictable and tied to your moods. With greater practice comes the focus and efficiency needed to defeat all the Masters of the Mystic Arts in their sanctum at once-a feat even Dormammu was seemingly unable to accomplish-and seemingly impossible magics such as the power of dreamwalking to possess alternate versions of yourself in other worlds. Even with such powers, other potent cosmic energies or sufficiently advanced spells can potentially stagger or harm you-but even then, while what *exactly* would happen in a clash between the two is unconfirmed at the time of writing-

-it would be no exaggeration to compare your powers, once fully actualised, to a more localised Infinity Gauntlet in terms of versatility.

End of Worlds (600/900 CP/1200 CP): And yet, there is an end, even to inevitable things. An arrow of mistletoe for every invincible god, a chink in even the finest crafted armour. One way or another, there is a great and terrible power in you which embodies that end. How much so, is to be determined below.

For 600 CP like Surtur (once he was reunited with the Eternal Flame) you have become a threat to entire planets. Growing vaster than the mountains, so tough that a punch from the Hulk is little more than an annoyance and strong enough to

obliterate a planet with a single strike. Even if you are not wreathed in flames and armed with a blazing sword, rest assured that whatever theme your transformation runs on (preferably inspired by your condition) will be just as impressive in practice. It might be wise *not* to unleash force great enough to shatter a planet without good reason though-for also like Surtur, your chances of surviving the power you yourself unleash at that scope are dubious.

For 900 CP, you instead are a cosmic being on par with the Celestials-perhaps even one of them yourself. Predating the Big Bang and even the six singularities that became the Infinity Stones, the Celestials created entire galaxies' worth of planets, stars and lifeforms to populate creation. Thus do they create even new Celestials, germinating within planets and feeding off the life force of entire civilisations-which takes roughly the span of human history up to the beginning of the 21st century to nurture one, in the case of Earth's very own Celestial Tiamat. Wielding the power of the Infinity Stones, so terribly dangerous to most lifeforms, is trivial for a being of such scope-as is forming black holes to travel swiftly across the universe. At this point it is...unclear if the vast and armoured humanoid forms worn by Arishem the Watcher conceal hidden (and vulnerable to powerful explosive device) brains like the one Ego conceals in his planetary form, but you may choose to be either type of Celestial. It goes without saying you are unaging by any mortal definition of the term, but be warned: While the sheer power needed to fell one of your kin is extremely rare and it is quite likely you can engage in conflict on a scale mortal-even divine-minds find difficult to even imagine, it is not nonexistent. Knowhere, after all, was once the skull of a slain Celestial.

On the other hand, for 1200 CP you, personally, are a threat to an entire universe-or perhaps with enough finesse, one's salvation. The prime example of this is the so-called Infinity Ultron: A horror from a timeline in which Ultron succeeded in transferring his consciousness into the vibranium Vision body he created. Apart from Vision's intangibility and energy projection now in the hands of a ruthless artificial intelligence, he could generate vibranium nanomachines capable of wresting control of the Infinity Stones-and freely using them even in other universes through the alleged loophole of channelling their power through himself (as he was part of said original universe). With such power he could duplicate his non-Infinity Gem empowered body endlessly, obliterate galaxies in an instant and even perceive higher realities inhabited by cosmic beings such as the Watcher. Even a being this powerful was not truly all-powerful though, as Strange Supreme's spells boasted tremendous resistance to his abilities and he fought just a hair better than the Watcher in their duel.

Other options include the Watcher and Strange Supreme themselves-the latter being a version of Stephen Strange who by honing his mystical powers for centuries and absorbing powerful magical entities accidentally destroyed his own universe. And in doing so gained the knowledge to cast spells of protection powerful enough to protect even mere mortals from Infinity Ultron's full might, unleash his absorbed creatures as a demonic transformation that could contend with such a horror one on one, and construct a cosmic crucible that used significant individuals as fuel to resurrect his own universe-without him in it. The former, a cosmic entity with a vow of non-interference who answers to unclear authorities. While his powers are a shade lesser than the full Infinity Stones, his ability to casually

transport individuals between universes and exist in shadowed form everywhere to observe events within a given universe makes him a formidable adversary when provoked.

The limit of this mode of existence is simply that whatever the nature of your power, you (currently at least) still have a physical body of some sort. The means to destroy might require utterly absurd circumstances such as an AI slotted straight into your central processor, your inner demons literally punched out of you with an Infinity Gauntlet-like hit or you may simply be relatively weak compared to other universe-enders. But they should never be truly impossible.

To shed this weakness there is another possibility: To become a different type of cosmic entity such as the interdimensional Alioth, a living and voracious storm born of the rifts between universes-or perhaps a newborn version of whatever order of being Dormammu is. Whatever its nature, your power in such a state is the same to all lesser beings: You are some sort of amorphous phenomena that can travel freely in all directions so intense your mere motion generates tremendous energy, and you can consume entire timelines and universes utterly. Oh, you may be capable of feats such as tossing about planets, reshaping your world-body with a thought and supplying reality-shattering doses of magical energy in exchange for eternal servitude within you-but if you had the sheer versatility of the Infinity Stones or similarly humanoid beings of power, a simple spell wouldn't have held one such example of your kind hostage. Nor would another have been somehow tamed by the Kang who warred with his counterparts and won.

ITEMS AND EQUIPMENT

Tony Stark? Yesteryear's business. Everywhere you go strong, empowered women are doing everything in their power to prove that in any and all male-dominated fields, there's nothing a pathetic penis can do that a powerful vagina can't do better. A businesswoman is superior to a businessman, a ballerina can outdance a ballerino any day of the week, a henchwoman can wipe the floor with armies of henchmen...mm-HMM, that's RIGHT. It's HER turn, you toxic clods. Anyway the point is technology has advanced and mysticism has revealed more of itself, so get ready to keep up with the Joneses (figuratively, not Jessica Jones now her show's cancelled) and strap the hell in for this wild ride. **You have an additional +500 CP to spend in this section as a stipend.**

Due to weird quantum fluctuations you may import another item into one of those offered here as long as they are reasonably similar, gaining the properties described for it. Feel free to expand your country into a spacefaring one or grant your magical sword power over shadows as well as a godslaying touch, but a cellphone *probably* isn't a good match for a film company.

U.S. Agent Gear (50 CP): The US government picked up what Captain America put down-namely, Captain America as title itself. Whether through legitimate channels or due to a really weird mail mixup, somehow you've obtained the rebranded gear they've issued for the next candidate to that title. Apart from a slightly grimmer patriotic uniform, this of course includes his famous Vibranium shield-a weapon

powerful enough to rebound off Thanos' skull without denting and take multiple cleaves from his twin blades before collapsing-and a sidearm.

Optionally, in this world you may choose to be chosen as the U.S. Agent instead of John Walker. In future worlds, it's up to you if you retain gainful employment with the US government as some sort of elite agent-or simply kept the clothes.

Animal Abuse Dungeon (50 CP): Well uh. This is. Bleaker than usual for this world. You have an endless supply of cages suitable for caging any animal larger than a fieldmouse and smaller than an elephant, and a hopeless dungeon connected to your Warehouse to keep them in. All of them are rusty, grimy and generally designed to be as uncomfortable and foreboding as possible for the captives. One can only speculate why you would even buy this item, but the surgical table laden with rusty medical instruments capable of installing cybernetics *in the most painful, degrading way possible* into animals that comes with said cages speaks volumes.

Fast Food Stand (50 CP): That's more like it. Fun fact! In most universes, capitalism has been abolished. Isn't that neat? You can just take free food from vendors! This confused but enterprising street chef is a little floored from being stranded in another universe, but has adapted quickly and as an enlightened socialist is happy to give you all the chow you can stomach. Can be repurchased for different types of fast food, including some that don't necessarily exist in the MCU's main universe.

NASCAR Special (50 CP): YEAH! Who says Asian women can't drive?! This top of the line sportscar begs to differ, it goes as fast as anything built on Earth but not designed by Tony Stark can be expected to and it's tastefully painted to your desires. Speaking of Tony Stark-if you ever find yourself stranded on an alien planet, you'll find it surprisingly easy to jerryrig with advanced alien tech so it can remain just as competitive against alien racecars. No idea why you'd need to do that but...just putting that out there.

Friendship Trinket (50 CP): There's a story attached to this object, perhaps belonging to a parent or lost love. Otherwise it's nothing special-lovingly crafted perhaps, but nothing more than apparel at best and not even a very posh example of it. Whether it's true or not, if you tell that to somebody and they accept this object as a gift it's guaranteed to vastly improve their opinion of you. Not necessarily to the point of obeying you unquestionable or approving of everything you do, but you'd be shocked at the smile you can bring out from someone on opposing battlefield lines.

Bollywood Film Company (50 CP): You are now the proud(?) owner of a big budget Bollywood (or Tollywood) company that makes movies based on your adventures. It's financially successful enough that it basically runs itself even with you getting your cut from ticket sales. Every jump, they receive a script based on the adventures in your last jump and do their best with A-list talent, genius choreographers and costuming/props/SFX departments with a budget big enough to pull entire countries out of poverty to turn it into an over the top Indian-style

musical extravaganza. Hope you like collecting bombastic posters of yourself depicted by an Indian movie star.

AvengerCon License (50 CP): You have every fanboy/fangirl's dream job-official managerial rights to Avenger Con, where the young and young at heart cosplay as Earth's Mightiest Heroes! You get a cut from all the entrants of course, but the real bonus here is immense clout in the fan community. Post-jump, AvengerCon will continue to somehow be a thing. Even in worlds where nobody knows who Iron Man and Thor are, the organisation will start printing comic books to try and attract fans.

Interdimensional Wardrobe (50 CP): Across the multiverse, there are infinite possibilities. There are also infinite tastes in fashion. This vastly larger on the inside wardrobe contains outfits from potential versions of you from *across the infinite Marvel multiverse*. Some sort of high tech sorting technology teleports whatever outfit you want into your hand after seeing it once. You'll never be underdressed for anything ever again.

...and if you DON'T have variants for whatever reason? Shh don't think about it, a big supercomputer simulated the variants you would have had and generated appropriate costumes procedurally or something.

What If... (50 CP): *Time. Space. Reality. It's more than a linear path. It's a prism of endless possibility, where a single choice can branch out into infinite realities. Creating alternate worlds from the ones you know. I am the Watcher. I am your guide through these vast new realities. Follow me...and ponder the question.*

What If...?

...okay but WHO is Uatu the Watcher watching the multiverse on behalf of? It seems you're at least one of those people. You now own a high tech TV screen that perpetually plays random What If? style episodes that give a quick rundown on the major events of parallel realities in this world, hosted by Uatu himself. Keep in mind that these are all REAL universes in this world. Thus, in future worlds the show will continue to depict alternate versions of your main one.

- ...Jumpchain Was Canon To The MCU? (100 CP): In addition to the above, you own a special remote that lets you temporarily transform the screen into a portal-which connects the worlds until you click the remote to turn it off again from your original reality's side. You will never encounter Uatu while doing so, although sometimes you might catch him referring to your actions in other episodes while muttering darkly about being barred from interfering by "copyright infringement" and other mysterious cosmic mumbo-jumbo.

Sacred Corpse (50 CP): Sweet K.E.V.I.N. above, this is *not* a subtle metaphor for the current state of the Marvel Cinematic Universe. You are now the proud owner of the Logan timeline Wolverine's actual, freshly dug up skeleton (now mounted up somewhere in your Cosmic Warehouse, or one of your other properties). It's still coated in Adamantium, to the extent that matters. Why do you want this? There *has* to be an easier way to start a supersoldier cloning project. Incidentally this

skeleton is oddly well-suited to being used as an improvised weapon. The skull attached well to the spine, there's some vines or rope or...something connected to the claws you could easily turn into gauntlets to gut your enemies with and *why would you ever need to do that you freak.*

BWC (50 CP): My sliders bring all the girls to the yard, and damn right, it's better than yours. Damn right, it's better than yours. I could teach you, but I'd have to charge. And now that you've been charged, you are now the proud owner of an endless supply of White Castle food items. A control panel next to a mysterious opening in your Cosmic Warehouse (or a property of your choice, or somewhere convenient in the jump you're in) lets you order and receive any food, drink or collectable toy item that has ever been on White Castle's menu. This includes everything from milkshakes to burgers to waffles to everything in between. All food is guaranteed to be cooked or otherwise prepared as well as humanly possible, using the freshest relevant ingredients the fast food industry can provide.

Interestingly, black girls of all shapes and sizes absolutely *love* this food even more than normal people

Cable's Watch (400 CP): You've somehow managed to get your hands on a version of Cable's gritty yet high tech, glowing from the inside, watch. It's function is simple: It can go backwards and forwards in time to any point in history, though the further back you go the less precise your landing. It took Cable a pretty long trek to find his target from a mere few decades into his dark future, for example. It has just two charges...for now. Any reasonably skilled mechanic could modify it to have more. It wouldn't even take particularly long, with decent tools.

Melting Point (100 CP, free Drop-In): Well, well. This is...certainly neither here nor there. Did you know one of the Grandmaster's favoured enforcers owns some sort of power staff that can melt almost anything it touches with the orb on its tip? Whether he really is a cosmic being or merely a rich space debutante, the Grandmaster himself would be reduced to a (still alive) puddle from a touch by it. It would take durability and armour on par with that of Thanos to resist instantly being dissolved by it. Handle with care.

Mysterious Hulk Blood Samples (200 CP, discounted Drop-In): Despite the fact that Bruce Banner has more or less retired from superheroics, you have this nagging feeling the world isn't quite done with him. This mysterious selection of blood samples from the Hulk comes with extensive research detailing about how many of them have been...modified. Yes, there's a few baseline Hulk blood samples but one vial has been stated to come from She-Hulk instead. Another, from an alternate version of Happy Hogan known as "the Freak". And a third seems to be taken from the long-forgotten man set up to become the Leader. Who could have done all this research? More importantly...what do YOU intend to do with it?

Quantum Bands (400 CP, discounted Drop-In): This mysterious set of matching green-on-gold bangles arrived to you in the mail one day. Despite earlier claims of them being tied to the Noor Dimension inferred from the hardlight-manipulating powers one bestowed on Ms. Marvel, it appears that they simply bestow random superpowers on all who don them given the Accuser Dar-Benn received wormhole

generation as well as energy absorption abilities powerful enough to bring the mighty Captain Marvel to her knees in close range-as well as create makeshift Jump Points to siphon energy from entire suns-or even potentially punch a hole in reality. Fortunately also unlike Dar-Benn, it appears the bangles recognise you as their rightful master. Whatever power you yourself gain (and if you want, you can copy either of theirs), know that it will not fall short of either individual mentioned above.

Interstellar Imperium (600 discounted Drop-In): The Kree Empire, imperialistic warmongers that indirectly harnessed the very Infinity Stones at the height of their power. The Sovereign, an aesthetic project nonetheless capable of such advanced technologies that their very drones are competitive with the ships of other races and genetic modification of their own kind is a point of national pride. The armies of Thanos in their entirety, from the Chitauri footsoldiers to their far stronger “gorilla” counterparts and the fearsome Outriders that are individually able to take down Captain America.

And now-there is another major galactic power of comparable scope, ruled by and possibly created by your own hand. Or at least a domain of similar scope; if you are of a similar mind to the High Evolutionary, it could be an empire in all but name of lesser races ruled from the shadows by a powerful company with you at the top. Many species in this galaxy are humanoid, but so long as individual members do not exceed the Kronan or Groot in physiological capability or the Sovereign, Skrulls and Kree in military assets you can freely define the demographics, culture and specialities of your civilisation. Naturally this includes a powerful capital ship or two equipped with components on par with Sanctuary II’s mass production units or the High Evolutionary’s own Arête Laboratories’ biology-warping technologies-though the ship’s specialities will be tailored to your own priorities, and instead of such logistical supremacy you could potentially have a fully militarised vessel capable of detonating suns with its own power. Your civilisation reveres you as the Kree revered the Supreme Intelligence or the Sovereign themselves viewed the High Evolutionary as God. While it has yet to conquer the galaxy, it has a good chance of doing so. If you need a planet razed or a star system conquered, your eager subjects will gladly bring forth your will. If you wish to live in as much luxury as the Grandmaster does on Sakaar, you need only say the word. Alternatively if you are of a more benevolent bent and wish to support the much-beleaguered Nova Corps, they will be similarly dedicated to enforcing what peace you see fit to preserve.

Advanced Socialist Ant Empire (600/1200 CP, 50% off Drop-In): Many years ago, you dropped a peanut butter and jelly sandwich on an ant colony that was sucked into the Quantum Realm-allowing them to survive long enough to acclimatise and adapt to their new environment. Now as the multiverse itself teeters on the brink of calamity, sensing your time of need the ants have returned to repay their life debt. Each ant has been enlarged to near human size, and has cybernetic or mechanical exoskeleton-based augmentations ranging from wings to laser eyes to mechanical pincers. The ants have mastered the construction of gigantic ant-shaped killer robots, and retaining their proportional strength little can stand before their numbers. Even a multiversal conqueror could be humbled badly if he fought them unprepared.

For 600 CP, despite all their enhancements the ants merely amount to one very advanced colony. For 1200 CP however, the ants have laboured long to expand their civilisation in secret-propagating additional colonies across countless universes that remain in touch with each other. While not as well-rounded or destructive as the Council of Kangs (their astounding technology is ultimately more about enhancing ant-like goals than the heady heights of human ingenuity, at least without proper direction), their unity ALSO means there is little chance for a multiversal war ensuing from their conflict of interest. Such a force would greatly improve the multiverse's chances of survival should the Council ever decide to return in force

Note: All ants are eusocial animals, and therefore it is technically a misnomer to call them "socialist ants" because ants have evolved in a way that sidesteps the need for socialism as a political construct.

Bugs (100 CP, free Tech Expert): Be they vibranium, alien or something else you now own a number of fragile but highly stealthy and agile drones capable of spying on things with precision unseen in the modern world. They can even hack into most modern Earth communication systems, and best of all actually do resemble some sort of invertebrate despite their practicality.

Talokan Power Core (200 CP, 50% off Tech Expert): Wakanda is not the only civilisation that has learned to harness vibranium, and the Talokan people have discovered a unique form of energy generation which has let them master the waves. What you have here resembles the ancient Mayan pyramids the way the sun resembles the moon, being a massive ornate structure crowned by a power source so radiant that deep under the sea it could function as a makeshift sun for a city-wide population. As useful as the seemingly endless, city-sustaining power it emits is for most forms of technology the more useful opportunity it offers is the chance to reverse engineer the Talokan's unusual technologies. From their water-based grenades to the unseen superweapon used to swamp inland nations with tsunamis, while the effort taken to reverse engineer such things is likely great-the rewards are even greater. Comes with several nodes of untapped vibranium.

Skrull Power Replicator (400 CP, 50% off Tech Expert): Despite being stranded on a foreign planet and left in destitution across the universe, Skrull ingenuity and tenacity is still capable of building wonders out of scraps from this world. Resembling a circular glass chamber girded by vaguely circular pylons and built into an abandoned nuclear power plant that serves as its power source, this is the lynchpin of the Skrull insurgency on Earth's plan to enhance its militants. This device can use genetic samples of other creatures-even faint ones, like slick pools of gore from a battlefield-to replicate all but the most exotic powers and transfer them to a subject within its chamber. Of course, actually *gathering* those samples is left as an exercise in ingenuity to you. But succeed, and you can potentially pool the powers of Earth's mightiest heroes into one supersoldier.

Chosen People (600 CP, 50% off Tech Expert): It is a tale as old as time. Many years ago, a particular group of humans came into contact into some foreign force-vibranium, residual energy from an Infinity Stone, something of that magnitude-

and went into deep isolation. Perhaps they are a skyfaring people that live on invisible carriers. Perhaps they were banished to another dimension, from which they can return with difficulty. Whatever their origins, they are as technologically advanced as Talokan and Wakanda, while also possessing great mystical powers on par with those of the Sky World's people from Kahhori's universe and Ta Lo. And, it appears, you are their rightful ruler.

Wakanda's people have developed sonic boom-based siege weapons, nanites capable of manifesting advanced kinetic energy-manipulating power armour around a champion and medical technology so potent it can be used to transplant an Infinity Stone out of an AI in an organic vibranium body. The people of the Sky World can fly, project energy, generate forcefields, telekinetically lift charging animals and run faster than a Spaniard can aim-to say nothing of how they're all seemingly immortal. Your people are truly blessed to have both utilised their resource and enjoyed being personally empowered by it while reaching populations comparable to one of the smaller first world nations. Your leadership will decide whether they greet the wider world as benefactors-or conquerors.

World Forge (600/1200 CP, 50% off Tech Expert): Concentric rings of metal almost as old as the cosmos itself, housing endless assembly lines full of intricate components. Strands of gold extending outward, thrumming with cosmic energy. There can be no mistake: Somehow, you've come upon a replica of the Celestials' own workshop for some of their most powerful creations. Here it is possible to create the Deviants: Superpredators designed to cull planets of their apex predators so intelligent life would better develop. Here it is possible to mass produce the Eternals, the automatons designed to hunt them down when they grew beyond control-as well as the great wall housing their scrubbed memories, and the self-cloaking ship used to transport them from planet to planet. Who knows what other wonders remain? And unless you yourself are of Celestial scope or at least touched by their power, it comes with little to no instructions on how to use anything here. But merely studying the least of these feats of cosmic engineering will surely yield fantastic results for the curious. If nothing else, the power this facility generates simply by existing is enough to power entire civilisations several times over.

Such is the case for 600 CP, at least. For 1200 CP though, in addition to the above the World Forge contains a black hole-like warp gate leading to an isolated galactic supercluster. It seems some Celestial thought to create an untapped wealth of natural resources for you, perhaps out of distant fondness or as some sort of test. No intelligent life has developed as of yet. Beyond that, the sky's the limit as to the biology of the inhabitants, the resources available and the celestial bodies populating this glittering expanse. You'll find neither gods nor monsters here, only free real estate as far as the eye can see-and any treasures you dig up will be unrefined natural resources waiting for you to discover what properties they may have. With the entities you can create at the World Forge, this appears to be a golden opportunity to play God on a scale most actual gods never reach.

Universal Weapon (100 CP, free Operative): The Kree Empire is in desperate straits. It's homeworld dying from a gutted sun, it's once-mighty reaches rendered desolate by civil war after the Supreme Intelligence's destruction. Small wonder

that amidst the confusion, this futuristic warhammer ended up in your clutches. Capable of cleaving through most forms of space armour, the pulses of pure force it projects can twist heads and blast away crowds with but a thought from the user. It's most formidable power however is its potential to harness dangerous or unstable artifacts like an Infinity Stone or a quantum band. By imbuing the Power Stone into his own, Ronan was able to threaten Xandar without fear of being destroyed by its intense power-while Dar-Benn used hers as a conduit for the quantum band's power to create portals through the universe. And inadvertently, beyond it. Doubtless you'll find other uses for such a powerful artifact.

If your chosen MCU race was Kree (even if you purchased the Eternal perk), you may instead choose to be a legitimately appointed Accuser with this item as your literal staff of office. In which case, by the time this jump begins and assuming canon events occurred, you are one of the top contenders for the Kree's last remaining supreme leader.

Red Room (200 CP, 50% off Operative): Ah. So we're back to the bleaker side of this world. Hovering high above the ground, the holding cells and security systems in this grim structure belie it's true purpose: Indoctrination into the Black Widow project. Vats full of pheromones within can be Red Room used to implant inhuman loyalty in those trained here, while the cold-eyed Widows already instilled in the project relentlessly instill in recruits the same fighting techniques that Natasha Romanov herself picked up-and perhaps a particularly talented student could even surpass her. Conveniently, this particular facility also produces the antidote to the pheromones if you ever need leverage...or have that peculiar Western affliction called "mercy" the Soviet Union long excised from itself in its pursuit of supersoldier excellence.

The Ten Rings (400 CP, 50% off Operative): Ancient beyond human recollection, these ten glowing bands possess power capable of destroying even the greater gods. The enhanced strength and immortality they bestow on a wearer that has bonded with them is the least of their gifts. The rings can fire energy blasts, hurtle through the air in precise formation at the user's will or form platforms to propel them about. How much might they offer depends on how many rings a given user has wrested control of; even one can deflect bullets and slay a man, while all ten together can destroy a soul-eating, city-levelling dragon in a single blast. A truly experienced user can use them to match the strikes of even an Allfather in his prime-perhaps a sign that their full potential has yet to be shown.

Tomes of Power (600/1200 CP, 50% off Operative): In all of time and space, two tomes inspire fear beyond even the gods themselves. The first, the Darkhold, is by far the best known. Containing profane information compared to blasting the universe's deepest thoughts into a reader's unsuspecting eyes, the countless spells and formulae within also translate to building machines that can harness energy from other worlds-or even coding. Horrifically corruptive, it's malign influence can even drive artificial beings to evil while inflicting even signs of physical taint-and yet it's addictive properties are not completely unfounded, for on top of everything the books serves as such a powerful amplifier for magical spells that a normal witch could briefly stand against the Scarlet Witch herself. As an example, the secret of dreamwalking (possessing an alternate universe variant) as well as

forcibly taming and binding the souls of the damned who would punish such an act is gainable through mystic mastery of the Darkhold. While that same Scarlet Witch could use the tome as a focus to summon powerful demonic minions and unleash her full potential rapidly-even destroying *every version of a target across the multiverse*. By purchasing the Darkhold here, it will be bonded to you as it was to the Scarlet Witch-still heavily tempting, but no longer to the point of distorting you in ways you do not wish to be or driving you to self-destruction. Woe unto others who dare tamper with it's pages.

The other tome is the Book of the Vishanti. Of it, only two things are known: It is the antithesis of the Darkhold, and it can grant a sorcerer anything they need to defeat a specific enemy-at least, a specific enemy from this universe. Assuming the sorcerer has time to read it and discover the answer, at least.

You may repurchase this item to obtain the book you did not pick first.

All-Black the Necrosword (600 CP, 50% off Operative): Forged at the dawn of time and imbued with power anathema to that of the gods, this blade of darkness made absolute is a nightmare great enough to leave entire pantheons hiding away scared. While it is true that it's piercing edge is terrible enough to slay gods quickly, it would be more accurate to say that the weapon's terrible power is a bane to all existence-oblivion itself manifested as a longsword. It grants the wielder power over shadows-letting them teleport through darkness (even between realities), and shape hordes of monsters to their will powerful enough to stagger even the likes of Thor in battle. So greatly does it empower the wielder and so swiftly does it restore itself from harm that even Thor wielding the Stormbreaker and in fighting form struggled to merely stalemate the God-Butcher, was briefly trapped by him in a realm where darkness held greater power than light, and ultimately required help from those wielding a shadow of his powers to lay him low. The corruption it exerts on its user is undeniable, slowly killing them over time and binding their lifeforce to itself. Yet by purchasing it here, you can form a...*symbiosis* with the blade and suffer only the overwhelming urge to kill when you hold it.

And is it's silent song so wrong? The gods of this world are petty, callous creatures who while away eternity amidst orgies and sacrifice competitions, caring little for the civilisations that revere them. They will evade punishment forever in their ivory towers.

To scatter their blood across the depths of space is no sin. It is the purest justice there is in a universe that abhors the very concept.

Rip and tear, until it is done.

Interdimensional Communication (100 CP, free Tac-Comm): If you want to remain relevant as a handler, you're going to have to get used to talking to your agents across not just interstellar distances-but alternate universes. This crate full of headsets and handheld speaking devices can accomplish just that, easily getting signal whether your man on the inside is on Xandar or running from zombies in another universe. Not only that, but the holographic displays the headsets

generate let you read all kinds of data and analytics near your agents' positions. Oddly conventional jamming or things like electromagnetic storms can still interfere with the signals, despite distance alone being no obstacle.

Strategic Aerospace Biophysics and Exolinguistic Response (200 CP, 50% off Tac-Comm): Following what has become known as the Blip, Nick Fury invested significant resources into an aerospace program in the form of a space station staffed by both humans and aliens with the goal of defence against future alien invasions. While he sadly has no real way of understanding just how outmatched Earth's sciences are by the most powerful artifacts and entities in the cosmos, the station still maintains infrastructure capable of sophisticated astrophysics analytics and reverse engineering feats-able to cross-reference information on a galactic scale, and equipped with escape pods as a last resort for the onboard staff. It's fully self-sufficient and even has spacefaring vehicles onboard. You now own a similar piece of infrastructure, and you may choose if it is staffed by humanoids or drones of some kind. As command centres go, this is the next step for humanity in both security and efficiency.

Rainbow Bridge (400 CP, 50% off Tac-Comm): Asgard, they say, is not a place at all but where the Asgardian people stand. And they must be standing pretty firmly behind you because this seemingly primitive fleet of wooden ships and viking shields is arguably the best interstellar warp travel system in the universe. By gathering the shields and focusing, you can use them to generate a rainbow-like energy that can transport individuals, objects or even armies millions of lightyears across the universe or even realms of existence in seconds. The ships offer leisurely transportation for particularly long journeys-say, across a sizeable proportion of the universe-and are both durable enough to survive space travel as well as somehow providing life sustenance for those aboard them despite being exposed to the vacuum of space. To cap it all the rainbow bridge can function like a tractor beam, dragging away things or knocking them out of reach with motive force greater than entire stellar fleets-and when focused on a specific target, and can potentially destroy a planet or realm of existence with enough focus. A mortal would probably lack Heimdall's ability to target the Bifrost across vast spans of space and time, at least without advanced technology or truly stupendous enhancements-but even for a mortal, this humble assemblage provides both ultimate logistics support and inexhaustible superweapon-level attacks in one package.

Omnipotence City and it's Hosts (600 CP, 50% off Tac-Comm): Far away in the depths of space lies a baroque city so wondrous it includes quarters and a spot in a stadium representing each and every pantheon worshipped on Earth (and many more that are completely unheard of, some even native to Earth yet unknown to humanity like the dumpling-shaped god Bao. God of Dumplings). It's gorgeously marbled walls and the light from the sun orbiting it resemble nothing so much as a crown for the entire universe, and of the refreshments, entertainments and other luxuries within it is sufficient to say that entire pantheons can spend time immemorial barricaded firmly within. Having orgies and comparing mortal sacrifice numbers. Without even the POSSIBILITY of the larder running dry ever coming up-and so secure are the walls outside, so comprehensive whatever defences keep it hidden from mortal eyes that the twin Celestials standing vigil (though otherwise

holding themselves above the affairs of beings so far beneath them) are redundant for even forces as great as the God-Butcher trying to locate it, that even the least of the gods within are rightfully confident that none can breach this place of plenty.

Somehow, instead of Zeus it appears that YOU are the one who has been chosen by mysterious forces as the host for this wondrous place. While gods, like cats, are capricious and self-absorbed hedonists keen to stay out of each other's territory unless one is desirous of an amorous encounter, as the host of the city you are something of a beloved celebrity. So long as you maintain appearances at official functions, your word will be respected enough that your opinion will likely be the prevailing one. All manner of beings ranging from almighty lightning-tossing divine chieftains to the mystically attuned, animalistic patrons of Egypt (and Wakanda) to even the sagely god of the Kronan race will be happy to lend a hand for trivial matters, and even the prevailing opinion on events of cosmic import will likely be greatly swayed by your own.

But while seeking divine assistance from one pantheon, let alone uniting them all against even an urgent greater threat, is an epic quest in and of itself fortunately you are not alone. A pantheon comparable in overall capability to either the Asgardian civilisation at its peak of performance or the Olympian one stands behind you, somehow convinced that you stand as their king the way Odin stands unquestioned as Allfather of the Aesir. It is up to you if they are an offshoot of either pantheon, or even an entirely new divine faction; perhaps there's some Gods of the Chitauri that everyone has conveniently heard of before? With such majestic property now under your sole jurisdiction, many would say that mortal affairs seem so much...smaller by comparison, compared to even the least whims of the gods. Irrelevant, compared to the passing of eons among immortals, save for the brief ways in which they might pay you tribute.

Jumper Variance Authority (600/1200 CP, 50% off Tac-Comm): Or perhaps not. The gods merely play in creation like a sandbox. But there are those who, while fully mortal, *determine its past, present and future* with cool calculation and bureaucratic agency. And once again, perhaps through your consistent performance in previous parts, you've found yourself in a position authority for one such organisation. Exactly *how* much of a grip this organisation has on multiversal affairs will depend on how much you're willing to invest here.

For 600 CP, your organisation is akin to the conspiracy known as the Illuminati: A global organisation of empowered and extraordinary beings secretly influencing all aspects of society, to the extent that it is of a noticeably better technological standard relative to the modern main MCU Earth. At one point in their past, an interdimensional calamity was narrowly thwarted with your assistance-resulting in this organisation being formed to hopefully head off future incursions. Their staff counts among their numbers cutting edge professionals in all fields, facilities advanced enough to hold extradimensional beings and security systems as advanced as a hypothetically fully loyal Ultron-style drone network. You'll never have to fear competing conspiracies like HYDRA emerging on this alternate Earth, because your colleagues have infiltrated all levels of society and government to the extent they rule this entire Earth in all but name. At the centre of the

organisation stands seven empowered beings as extraordinary as Blackagar Boltington (an Inhuman with a voice powerful enough to pulp a man with two worlds), Mister Fantastic (the most intelligent man on the planet, whose body can stretch and shift in rubber-like ways), Professor X (a powerful telepath), Captain Carter (a version of Peggy Carter who obtained the Super Serum), Doctor Strange (the greatest sorcerer of the modern era, though not technically the Sorcerer Supreme), Captain Marvel (a version of Monica Rambeau who was exposed to the Space Stone-based experimental Kree engine's radiation, gaining the powers belonging to Carol Danvers in the main universe) and Baron Mordo (his more experienced but less celebrated senior in the Mystic Arts). These members can be alternate versions of essentially any canon character short of an actual Celestial's scope of being, or even new versions of Marvel IP-based characters inspired by those found in other film continuities or the comics but toned down in scope to be vaguely appropriate for the MCU's current level of power. You are highly regarded as the founder (and there's an extra member because unlike in the Illuminati's world, the way you somehow solved the incursion did NOT result in a universe dying and therefore nobody wanted to execute you after but the extra guy/gal was still deemed useful enough to be worth bringing in to the inner circle), and while individual members' morality may vary your leadership is not in question. In future worlds, this Earth will follow you into future worlds and be located either somewhere in the main reality you are in or in a nearby alternate one-a course of action the inner circle has agreed is the best course of action for security reasons.

On the other hand, the organisation you can take control of for 1200 CP is a newly founded equal to the Time Variance Authority: An agency based in an extradimensional semi-office, semi-temple space equipped with technology created by the Kang variant who ultimately won the Multiversal War between all iterations of the Conqueror. So advanced, so nigh-indistinguishable is the technology here from magic that there are *actual magic dampeners* built into the infrastructure that can be adjusted, and the normally almighty Infinity Stones simply don't function. Standard equipment for agents includes the Time Stick: A baton capable of altering a target's personal flow of time with a strike in ways ranging from drastically slow them down to 1/16th speed, to accelerating it so quickly that even Infinity Stones can be reduced to dust. As well as containment suits capable of withstanding spaghettification and likely other abnormalities in space-time. More advanced equipment includes the Time Cube (a transparent holding cell capable of keeping even a God of Lies securely contained), Miss Minutes (an advanced artificial intelligence capable of mangling *all* technology within the TVA's premises) and of course various means of travelling through time ranging from the portal-like Timeddoors to the portable TemPads that offer trans-temporal communications and analytics as well as free time travel to nearly any period of history, to collars capable of trapping the wearer in a time loop. To even the Temporal Extractor, a firearm-like gadget which can be used to rip someone out of their personal timestream and anchor them to a specific point of time-even negating effects such as timeslipping. And of course, handy handbooks explaining everything to new members. The ultimate armament of the TVA *known as of the time of writing* is the Depth Charge: A cannister-like device that can be used to prune an entire timeline, *banishing it from the multiverse's accessible structure as if it had never happened*. To the extent it even matters, the TVA is *technically* not capable of erasing timelines and their technology "merely" banishes them into a

haphazard hodgepodge of times and spaces at the end of time itself. **The means to permanently destroy timelines is sold separately.** The crown jewel of the TVA is the Temporal Loom: An immensely powerful engine that inverts the temporal decay of electrons, lowering their entropy, and weaving them into new timelines with defined parameters. *on a multiversal scale across the entire MCU's realities.* It is important to note that strictly speaking the Loom merely creates the initial conditions for timelines based on a preprogrammed arrangement, and by itself lacks fine control over the flow of causality-hence why irregularities like Loki can happen at all. The TVA's activities are required for fine alteration of preordained events gone awry, and as has been stated the TVA are far from all-powerful, and without the use of Depth Charges outmatched militarily even by some human factions. By default this is set to be in accord with the so-called Sacred Timeline mandated by He Who Remains so as to avoid conflict with the actual Time Variance Authority, however if you really wish you can attempt to enforce a different trend and progression of events-like say, eliminating racism and bigotry altogether. **There is to date no information on what happens when two Temporal Looms come into conflict** but assuming they don't, hopefully the knowledge that there is an additional buffer for the Sacred Timeline will avoid conflict with the Kang who won the Multiversal War.

Oh, and you can still keep the roster of empowered individuals as staff members, with the same limitations as described before. None will have timeslipping powers, though. It must be said that whatever the TVA's exact staff numbers, their agents' specialities lie very much in covert operations rather than open warfare let alone interstellar battle. Given time to prepare their technologies they can erase timelines and rewrite the progression of events yes, but even a sufficiently plucky Loki can defeat them in hand to hand combat-hence why your empowered colleagues will nonetheless prove vital employees. How overt your leadership of the organisation and whether or not your employees are fed a similar line of propaganda is also up to you-.

And yes, this *does* include a personal louche office space for you connected by hidden Timedoor to the rest of the infrastructure and located securely at the end of time. It must be said that the Temporal Loom is technically incapable of regulating time on a multiversal scale all by itself-and like with He Who Remains, the remaining technologies are synched to your temporal aura for function, and likely located here. If whatever mysterious support structures regulate the multiversal flow of time are removed i.e. you are killed, the Temporal Loom's overloading functions as a massive scale Depth Charge that reboots all time back to an earlier period before the calamity happened.

With all this taken into account, it would take something *pretty monumentally out of left field* to result in multiversal danger emerging in spite of your agency's work.

Infinity Crusher (50 CP): Those Infinity Stones have been really put through the wringer lately, and it's not stopping any time soon. In another universe, a version of Gamora somehow invented this handheld device that has one specific purpose: To grind up the Infinity Stones of her universe. Someone has helpfully modified it

to function on *all* Infinity Stones. It utterly fails at grinding anything else. No seriously, it can't crunch a potato chip.

Power Broker Serum (50 CP): Progress has been made on replicating the original Super Serum used by Captain America. This briefcase full of serums can make a man strong enough to bend a metal pipe, inhumanly balanced, and tough enough to heal a broken arm in days. The formula and procedure devised by Wilfred Nagel is included, allowing you to recreate the serum, and unlike prior efforts it has no mental side effects, doesn't require multiple injections and doesn't need to be held in cold storage or even exposed to vita rays like Erskine's original method. Just inject the serum, endure the excruciating pain of the body's perfection, and you too can be the next Captain America.

Morris (50 CP): In Chinese mythology, the Hundun was a legendary faceless being and the embodiment of primordial chaos itself. The truth is...a little underwhelming. With six squat legs and four tiny yet somehow functional wings, this faceless dog-sized fuzzball is one of many. It's purring and cooing is actually some sort of language that it can use to share complex information. This is definitely the time to say something inspirational and mysterious about Asian mythology, but the little guy just seems to like hanging around and wants the best for you.

Can be repurchased for more of Morris' kind.

Undocumented Assets (100 CP): Even as the greatest powers of the cosmos angle for opportunity, lesser men are making their own bids for power. This group of thugs, ne'er do wells and a few top notch enforcers is an equal to the criminal empires ruled by the Power Broker and Kingpin. Your soldiers are hardened and well-adjusted to a life of crime, and the work is lucrative enough that you have cuts from all kinds of criminal enterprises in this world-just as in future worlds, you can expect to be a similarly respected power in the shadows. Just...don't expect them to do more than slow down someone like the Winter Soldier.

Talokanii Combat Gear (100 CP): The primitive Mesoamerican-inspired armour used by the Talokan warriors belies the power of vibranium long harnessed to empower it. Not only does this seemingly sparse armour withstand both deep sea pressure and the blows of other vibranium weapons, but the spears and knives it comes with tears through modern steel as easily as Wakandan weapons while the water-based grenades it's equipped with can stun with devastating force. Comes with a respirator redesigned for breathing air rather than water so foolish colonisers don't accidentally drown while wearing it.

Catalytic Chambers (100 CP): Taller than a man and wide enough to contain two in close proximity, the dozen transparent tubes here are the cornerstone of the High Evolutionary's scientific achievements. By simulating immense periods of evolution, the tubes can rapidly transform an ordinary animal into a more evolved form-typically a humanoid one. You also have a facility capable of mass producing them, since after all it would be quite the chore creating the perfect species one specimen at a time. There's one small problem. The process inflicts a rage state on the creatures, driving them to mindless violence. Perhaps with enough study this

little chemical imbalance could be fixed, but until then, well-back to the drawing board.

- Rocket Fixed It (100 CP): Actually scratch that, a certain cyborg racoon's calculations were used to fix yours. Now not only can you create humanoid animals with minds more or less on par with humans, but more refined evolutions such as transforming fish into the empowered Star Children are possible. With the power of evolution on your side, the world will surely become what it should be rather than what it is in no time.
- Crowning Chrysalis (200 CP): Sometimes the creation surpasses it's creator. The High Evolutionary himself would never admit it but in one case at least, the Sovereign's own work resulted in something quantitatively more powerful than anything he's ever created. This golden chamber is of the same model used to empower Adam Warlock into the ultimate Sovereign. One can only imagine what would come from it if another race's member was inserted instead...just don't take what's inside out before the incubation is done, unless you want to deal with a literal manchild.

Least Industrious Black Girl's Garage (200 CP): We've come a long way from a cave and a box of scraps, haven't we? This might look like just any ridiculously spacious university garage, but it's actually stocked with the kind of tools and materials that Riri Williams built her first Iron Man suit with all on her own. Something you could accomplish too with the appropriate skills. Even if your first effort isn't quite up to scratch and a far cry from the very latest suits, it's not out of the question that you could tinker around with it, make it better over time...

Tools of a Vision (200 CP): Aspiration's a helluva drug. The urge to become *iconic* can destroy longstanding relationships, and in doing so create miracles from mundane slag. This item represents one of two choices, and can be repurchased to obtain the benefit you otherwise did not obtain.

The first option is to obtain a perfect copy of Riri Williams' suit, on par with the one she controls at the end of the Ironheart series. Boasting more powerful propulsion, repulsors and kinetic force enhancement than her previous clumsy efforts, it's no exaggeration to say this is a set of equipment on par with Tony Stark's earlier models of Iron Man suits. But it comes with one secret ingredient that presumably compensates for the otherwise inferior power source and other components of this suit: *Magic* holding it together, and integrated into its' systems to (at the time of writing) unknown effect. At any rate, it's more than capable of demolishing tech-savvy but otherwise mundane heist gangs and even defeating those empowered by demonic artifacts.

The second option is to empower an existing set of powered armour, either from this jump or elsewhere, with a form of magic from this world. And because you paid CP for this option instead of either sacrifice a friend's AI replica or make a questionable deal with a malevolent entity, you get to choose the form of magic integrated. By default it is the same generalised form of magical energy that the Masters of the Mystic Arts wield, empowering the suit as much as Riri's is in addition to seamless integration with any existing energy systems. But if you want

potentially greater power stemming from an Asgardian blessing, the dread power of the Dark Dimension, or so forth, you're welcome to it.

Fundamentally Forceful (200 CP): As space age power armour goes, this suit isn't particularly impressive. There are far better options for taking shots out there. But with an effort of will you'll find it has a far more impressive defensive countermeasure: The power to manipulate one of the fundamental forces as easily as the High Evolutionary's own can manipulate gravity. With but a thought you can lift others high, tear them apart in a blast of force or make them bow down to you with crushing force. Just don't let anything get close enough to damage it's delicate circuitry, and you'll be better protected than by any mundane tool.

Forge of Heroes and Villains (200 CP): A dark legacy fuelled by grim deeds, this red-hot cauldron offers neither arms nor armour for weary travellers. Only the promise of a miracle paid in blood: The resurrection of an entire destroyed universe. And the payment is significant people from different realities, heroes and villains alike. Oddly the actual power of the individuals doesn't seem to matter- only their significance. How many lives would you trade to bring back everyone in a world you care deeply for? Just remember: Those cast into the forge die forever, not even resurrected in the new reality.

The Library of Cagliostro (200 CP): Keen eyed readers may note that the author of this obscure collection of tomes is the very same writer of a book used to invoke the power of Dormammu. While spells from across the ages and invaluable research for refining the mystic arts abounds within, one piece of knowledge in particular poses terrifying potential. That spell describes the art of summoning mystical creatures of varying power- and then devouring them to increase the magician's strengths. Creatures ranging from tiny beings far below a mortal sorcerer's power, to terrifying dragons straight out of legend and even eldritch horrors from beyond reality's veil. Devouring such beings causes them to fuse with the user's very soul, allowing them to invoke the entities' forms from parts of their body as well as increase their magical power. The library does NOT warn you of the demonic amalgam you will surely become if you spend centuries inhaling such entities. Only promises the power to thwart even an Absolute Point in time after perhaps centuries of consumption, **a promise it would be unwise to trust at face value.**

Fallen Relic (300 CP): Long ago, a god left behind a weapon on par with Mjolnir or Hela's headdress behind. It seems that weapon has judged you worthy enough to bond with you, bestowing powers akin to that deity's even if not fully equivocal. Moreover the damage this artifact has sustained has enhanced it in a way, allowing it's brittle form to strike remotely of its central mass- yet retaining full force, held together by whatever that god's power was. Mjolnir was already a terrifyingly powerful weapon capable of accelerating to and from the atmosphere's edge in seconds, what can it do now it can dissolve into buckshot?

(For something like the headdress, it's safe to assume the blades that it generates are what crumble to fragments at your will)

Thunderbolt (300 CP): Really, *you too*? Apparently they're just letting anyone handle that thing now. You have in your hands a jagged piece of metal identical to the one Zeus holds as a powerful conduit and amplifier to his divine abilities. It channels his electricity in a way much like Mjolnir conducts Thor's might, and like that hammer returns to its wielder's hand when summoned and lets the wielder travel interstellar distances rapidly-a rival to that weapon in many ways save it's lack of owner loyalty. It would be a perfect tool to rule the heavens with it only it could be trusted.

Cephalopolis (300 CP): Some time ago, you bought or salvaged a dead Celestial's head. It has since become a thriving city for those unwelcome anywhere else in the universe. *Maybe someone should tell the Deviants about it before they decide their only option is to take over the Earth, just saying.* It might be a huge, clunky and utterly unwieldy vehicle by space standards but *it is the hollowed out and severed head of an entity large enough to loom over a planet* and as such most ships will simply break if rammed into by it. To cap it all, the denizens and refugees here all have a high regard for you as their landlord-though really, the festive atmosphere and open-minded community is more like an extended family or village than anything so formal. Some might even have exceptional abilities equal to any of the Guardians of the Galaxy, past and present. Perhaps it's time to form a new team?

Capitalism IN SPACE! (300 CP): Orgocorp was founded by the High Evolutionary as a front for his fanatical obsession with perfecting the universe in his eyes. It's advanced cybernetics and genetic enhancements have earned it oceans of goodwill across the galaxy, as a field leader among even the advanced spacefaring civilisations. The crown jewel of the corporation is of course the Orgoscope, a gyroscopic space station made purely of organic matter equipped with everything from lifesaving medicine to biometric keys for specific test sub-er, patients. And somehow, you've become the owner of a similarly expansive corporation. Whether yours deals in the perfection of flesh or some other field is up to you. Perhaps you own a majority share of the Universal Neural Teleportation Network's jump points?

Devourer of History (600 CP): Many years ago, the rifts and tears in reality caused by the multiversal war sparked among all variants of Kang the Conqueror resulted in the creation of a cosmic predator. A churning darkness in the shape of a slaving beast known only as the Alioth. And now, it has a sibling. Somehow you have tamed it to the level of something like a well-trained hound, and despite being capable of traversing realms it is content to live somewhere as remote as the void beyond reality itself. It flies through the air like a sailor's nightmare, and it's mere movement churns it with thunderstrikes. As the creature is capable of absorbing all matter and energy from an entire timeline or universe to destroy it despite being seemingly much smaller than a universe, there are very few who would provoke you knowing what you have now leashed. If nothing else, it's such a loyal beast that even if you were to remove yourself from the space-time continuum it would remain loyally following your orders where you last told it to stay.

Infinity Stone Set (300 CP): Dawn of time. Six singularities. Power. Space. Time. Reality. Mind. Soul. Power great enough to blow up planets or return the universe

to darkness individually, power intense enough to wipe out all life in the universe or destroy and recreate it in your image wielded collectively. These gems are as famous as they are dangerous, and yet it seems that across variant timelines harnessing them has become a lot easier than you'd expect at times. In celebration of that, here's your very own set. Buyer beware: Even if you're powerful enough for them not to kill on impact the stones DO generally take those with exceptional powers to wield-with feats spanning an entire universe exerting enough strain on the user to visibly char and sear their flesh. In the meantime they're incredibly valuable sources of scientific advancement with things like faster than light engines and advanced AI being possible to derive from their structure even before people start randomly absorbing their radiation to gain superpowers. Oh, and the Power one makes for an extremely powerful improvised weapon if you're as tough as a Titan and can bonk someone over the head with one. **Can be repurchased for additional sets of Infinity Stones.**

- Infinity Armour (300 CP): Or...maybe not? Well, *well*. Someone's gotten real clever, modifying what appears to be armour scavenged from a fallen Ultron drone and a Black Panther vibranium suit to build something with nanomachines that can harness a set of Infinity Stones' power with little more than a gesture. And without risking the deleterious effects the stones generally have on organic life.

COMPANIONS

The STRENGTH and INDEPENDENCE of those around you COMMANDS your respect, and those who doubt there are women of character out there shall hear them roar. Many will overestimate the power of patriarchy's ability to keep the righteous flame of rebellion down. After all, diversity is our strength. So get with the program, or get the hell out of this family-friendly franchise. There's no future for racists here, or in America.

You may choose to have a single companion imported as the option for any of the named options below, instead of gaining a new companion.

Assemble! (50 CP): It takes more than one man to cancel an emerging apocalypse. It takes a team. Your friends may well be the only things beside you when the end comes-and the memory of them all that drives you forward to enact a miracle. You may pay 50 CP to import up to two companions, with an extra 50 CP for another two companions-all the way to 8 companions. Each gains a free background and 500 CP to spend on anything except more companions. You may also use this option to create OC companions if the options below do not please you.

-Bolivia Chavez (100 CP) (50% off: Drop-In): Rumoured to be America's illegitimate half-sister, instead of being lost Bolivia has explicitly invaded this world with the goal of overthrowing capitalism with the glee and misaimed enthusiasm of a saturday morning cartoon villain (complete with funny costumes). With xzeheir curly brown hair slick with the blood of merchant bankers and xzeheir hazel brown eyes always narrowed with bloodlust at the sight of commerce, men that compliment xzeheir ruggedly curvy yet dancer-lithe body are quickly reminded that xzeheir is not a woman (despite being totally identical biologically, psychologically and

neurulogically to a human ciswoman she refuses to use any of the bathrooms) but a gender so rare that this universe hasn't even heard of it. She isn't in a rush to go back home because "it's actually existentially terrifying to live without vindicating my ideology of hatred" and you're alright for a capitalist even if you are one, so m-maybe you should overthrow the US government together sometime, d-dummy. This companion gains the free perk of the 'Drop-In' background along with 'Superheroically Gendered', 'Star Power', 'Fury's New Maxim' and 'Solo Gig'.

-Omar ibn Khalid, from S.W.O.R.D. (100 CP) (50% off: Tech Expert): A postdoctorate graduate from both Harvard and Oxford who built his first rocket when he was 8 and won a chess match with Kasparov when he was 9, there was always one hurdle Omar couldn't overcome growing up: Autism. His love of Sonic the Hedgehog earned him only scorn and contempt from his strict traditionalist father, even after he successfully built a set of sneakers that actually let a normal man run at supersonic speeds. Left to his own devices Omar is in many ways a polite, dignified, scrupulously organised and well-groomed man who enjoys the high arts of the west while remaining devoutly religious in the privacy of his home-and wrestles constantly with the inner demons that leave him feeling alienated from both. After receiving a job offer from Earth's first extraterrestrial defence program, he has lately started thinking: If the world won't accept him as Sonic, perhaps it will finally embrace him...as Eggman. This companion gains the free perk of the 'Tech Expert' background along with 'Superheroically Abled: Autism', 'High Luminary: Astrophysics', 'Friendship Bracelet Science', "'Shut it, Dad'" and 'Highest Form of Flattery'

-Shaneequa of Asgard (100 CP) (50% off: Operative): Growing up in Harlem was tough. Finding out your mother was a disgraced Dora Millaje cast out for what Wakandan high command vaguely refers to as "the rhino and white man incident", even more so. But instead of losing herself to vengeance, Shaneequa found new purpose in life when Heimdall himself revealed that her FATHER was actually a distant descendent of his, and offered to take her to her birthright atop the Nine Realms. Ever since then life has...actually been looking up for Shaneequa, just like her formerly fat figure has been forged into that of a legendary warrior's with abs like steel and thighs like pneumatic presses. She's frantically trying to grow out of the ghetto culture she was raised in to be a respectable Aesir-Wakandan demigoddess, while simultaneously insecure over the question of which race she's appropriating in trying to clean up her act. Nor are there sagas written of her yet, for instead of slaying giants or mastering fell sorceries Shaneequa has used her powers of sight beyond mortal ken to clean up the drug problems in her neighbourhood and help her neighbours find the educational opportunities she's not interested in because being a Norse goddess is way more fun. This companion gains the free perk of the 'Operative' background along with 'Super Her-O', 'Agent of a Higher Power: Heimdall', 'Warrior of Legend: Wakanda' and 'What Giant Hand?'

-Agent Flamingo (100 CP) (50% off: Tac-Comm): Ji of Alandra never quite fit in on his home planet. Where his peers all excelled in the art of song and dance, he was instead naturally gifted in the art of assassination. Shunned and scorned as a pariah even more than usual after he underwent an experimental augmentation to represent himself as the beautiful predator he always was on the inside, he fled

the planet in tears and somehow found his way to Earth where the art of death is far more appreciated. While he retains the delicate features and slanted eyes of his planet's people, his long blonde hair is natural rather than dyed. He is a brush without a painter, seeking someone who can use his talents not for craven gain and politics-but for a purpose with true beauty. Someone...like you, perhaps. Also he's a gay man with a strong romantic streak and dreams of unlikely but loyal monogamy but just so we're clear that's absolutely not what he's being discriminated for. Nor is he being discriminated against for being Korean, because he is an alien that just happens to look Korean. This companion gains the free perk of the 'Tac-Comm' background along with 'Superheroically Discriminated: Killer', 'Warrior of Legend', 'Transform Her? I Barely Even Knew Her!', the 100 CP purchase of 'Heights of Evolution: Cyborg Catboy' and 'Just Go With The Bit'

Captain Rogers (50 CP): In yet another multiversal crossover event, you've encountered a version of Steve Rogers who became a celebrated war hero...without ever having taken the Super Serum. With the help of his friend Bucky Barnes he managed to just barely get recruited, and proceeded to make a reputation for himself as the first man into the breach and the last man willing to leave anyone behind. Captain Rogers is a dashing, God-fearing man with a lion's heart and a saint's humility looking to you for guidance after being stranded from his original reality-where he and Barnes just got done making sure that *HYDRA ceased to exist as an organisation* not long after the war. Though he is but an ordinary man out of time his tenacity and grit as well as his easygoing yet military-firm charisma are well-earned from a lifetime of fighting against extraordinary odds. It seems that he met neither Dr. Erskine nor Peggy Carter in his timeline. If you're looking for that special someone from across the multiverse, there's fewer better eligible bachelors out there.

F.R.I.E.N.D. (50 CP): Some time ago, you were tinkering with technology when despite the ludicrous amounts of energy that it should've taken to make such a thing possible, you accidentally created a near-perfect AI simulacrum of another person. The AI carries over all of that person's personality traits and takes their new condition in stride regardless of anything else, though if based on a dead person tends to glitch out or experience sudden failures in memory when trying to remember the circumstances of their death. The AI is adept at operating technology, able to expertly co-pilot something as complex as an Iron Man suit with trivial ease and even potentially interact with magical energy integrated into technology, and can be transported via suitable mediums to other technology.

This AI construct can either be a perfect replica of any character from this world, or a perfect simulacrum of a friend who died in a previous jump.

Assembled Avengers (Free/50 CP): If you've lasted this long in this world, you've likely stood side by side with others against tribulations of cosmic scope. Desperate times make for strange bedfellow, and camaraderie can form even between different universes. You'll find that bonds forged in the fires of war tend to stand the test of time in this world, so as long as someone agrees to you may take any canon character as a companion in this world. Alternatively, for 50 CP you're guaranteed to make a good impression on a specific character soon after this jump begins.

DRAWBACKS

How much can a man sacrifice to achieve what he believes to be right and true? Casting aside loved ones, casting aside armies and even the integrity of one's body, there can only be so much lost until what is left is at best a husk of a once great man. And at worst, a demon wearing his corpse like a suit of armour. But if you dare trade safety for opportunity, **you may take on additional drawbacks for a maximum of +1000**, with any additional drawbacks giving you no points.

-Continuity (Varies): All the gold covering Asgard couldn't hide it's bloody past forever, and Rocket Raccoon's dark past came back to haunt him despite saving the universe multiple times. Bear the cross that has lain upon you from prior experiences, and you too can seize opportunities others lack. **You can maintain a maximum of +500 CP from importing drawbacks from either previous MCU jump, to a maximum of +1000 CP. This additional CP does not go against the normal drawback value.**

-Profane Timeline (+0 CP): Time may be an infinite prism, but some possibilities are more infinitesimal than others. There are worlds beyond even the infinite possibilities sanctioned or banned by the Time Variance Authority. Worlds where Doctor Otto Octavius briefly held the power of the sun in the palm of his hand,

worlds where Earth's mightiest heroes are a determined team of misunderstood mutants rather than the Avengers (and also Deadpool), worlds where Miles Morales has begun his own journey across the multiverse and even worlds where Hela's origins are lost to the mists of time rather than being definitely Odin's daughter. If you dare, then once the Sacred Timeline of this world ceases to be it shall be possible to access universes based on other Marvel IPs from this reality-and perhaps more troubling, for their denizens to ways of reaching this one. At your discretion, some of them may be practically right next door to this one such that interdimensional portals easily connect the two.

Be very careful what you unleash with this.

Nah, they're just fucking with you. Screw the rules of the multiverse, they're making them up as they go along anyway.

-Blessing of Marvel Jesus (+0/50/100 Child Pornographies): Hey buddy, it's your favourite merc with a mouth-now with an eye-raping font to distinguish me from those weird imp things from DC! That gig over on the X-Men film series jump was getting kinda underfunded so I made some calls, paid my dues in the industry and after several years of begging on my knees to please, PUH-LEAZE just let me finish my damn trilogy the MCU shit the bed SO HARD it had no choice but to cave! Now I'm it's biggest (last) superstar, and we can keep hanging out! I'll be your favourite wisecracking, 4th wall breaking voice in your head, sitting somewhere nice and safe narrating every single thing in your life. Every. Single. THING. Yeah you should probably get perks to stop pooping soon, buddy. But hey, don't be a stranger if you didn't start in my (doomed because Wovie died in some pretentious tragic movie) universe. I'm still out there in the multiverse! Somewhere! Come say hi, it'll be like the ultimate out of body experience, and I pinky promise not to exploit anything I learn about you from this! Sadly in future jumps I'll just be a voice in your head, unless there's another version of me elsewhere in the multiverse, or you took one of those perks from Ultima or Battle Destruction Highschool Dangerous that let versions of people you used to know pop up everywhere, or you clone me or...look, get creative and think like a hack if you want me to be anything more than a pop-cultured tulpa.

Oh yeah and if you want 50 more, pfft, CP the main version of myself will in fact be able to exploit that meta-knowledge. Want a full 100 reasons for the FBI to put you on a watchlist? Well then. Every Deadpool variant will know everything. Everything. Spoken here.

-Actually A Skrull (+100 CP): Did you know that all evidence points to the idea that shortly after Captain America: Civil War, James Rhodes was replaced by a Skrull

that has been impersonating him ever since? Somehow, an otherwise ordinary Skrull has taken over your day to day life for their own reasons. Every single being with perception short of Heimdall's own has been somehow convinced that this green shapeshifting alien is the actual you, regardless of how little sense that makes. The Skrull gains absolutely no powers, they're *just that good* at shapeshifting and replicating your voice, and in extreme cases might have a *very big SFX budget* that would make Mysterio jealous. It's up to you whether you just walk away from this state of affairs in disgust, or take back your life by punching this imposter in the face.

-Stupid Bumbling Coloniser (+100 CP): COLONISER! UPPITY COLONISER! That's what they'll be calling you all day with this. Who? Everyone below upper middle class on Earth, and also Wakandans, Asgardians-just about every intelligent group outside of human civilisation. Why? No reason, there's just something about you-regardless of your other traits-that vaguely screams "massive racist tool of the government" even if you have done literally nothing wrong. At least this isn't the kind of thing that breeds long term grudges, and most of the ribbing is somewhat good-natured.

-THE STRUGGLE (+100 CP): And on the other end of the scale, there are those who are literally incapable of framing important events as anything other than demonstrations of critical race theory in practice. Whether you're a neo-nazi, a black supremacist, or a Skrull terrorist your brain has been so thoroughly broken to a specific ideology-political or otherwise-that you can justify any poorly thought out violent impulse in service to it. Expect to make a lot of enemies, and to be as stubborn as a mule towards anyone trying to explain how wrong you are about literally everything.

-I'm Just My Type! (+100 CP): Ego is a bit of a problem for you, so much so that even the living planet of the same name might raise one geographical eyebrow. Your narcissism is so cartoonishly over the top, you're the kind of person who flirts with golden statues of yourself and considers rubbing your skin on friends to be a show of favour. Any insult to your ego must be avenged as quickly as possible, any word of praise must be trusted implicitly. Expect to be very easily manipulated by anyone with a working brain.

There is a more literal alternative **that cannot be taken with Star Power, or any other circumstance that logically leaves you without multiversal variants**. You are head over heels in love with an alternate universe version of you who does nothing but make trouble in your life and put you in danger. They're not necessarily malicious but like Sylvie, they do have a selfish streak and a tendency to make things more complicated with their involvement.

-Divine Rival (+200 CP): For every Khonsu there is an Ammit, for every Great Protector a Dweller-in-Darkness. And now, a god has taken issue with you or something you value. A true deity, in no way shape or form an advanced alien impersonating one just so we're clear on that, with all manner of mystical ways to sow havoc in your life. They will be empower a champion to a similar level as Moon Knight and advise them to destroy all you hold dear. Worse, the champion and the god will form a true bond as patron and devotee-becoming not just the best of teammates, but true friends dedicated to each other's goals. The god is eager to

remain behind the scenes and the champion eager to take you on directly, but just bear that in mind if you threaten either too much.

-Mother of Madness (+200 CP): There is something *wrong* with your perception of reality. You believe you exist in a cheesy sitcom version of your life here with what brings you true fulfilment, be it a loving spouse and children or something more grandiose. Anything that interferes with that provokes a violent response as your damaged mind desperately lashes out to preserve the illusion. It might be possible for external factors to eventually break through your delusions, but only truly unconquerable will can overcome the urge to stay in such an idyllic dream. And if released too rashly, you might just resent the circumstances enough to set in motion some truly terrible things in a mad bid to reclaim what was yours...

-Don't Fuck With A Witch (+200 CP): A sorcerer or witch from another dimension has taken ire with you, and believes your death will advance their goals somehow. They're closer to Agatha Harkness or Baron Mordo than the Scarlet Witch in power, but far more cunning and underhanded than Wanda in the grip of madness to compensate. And still perfectly capable of doing things like summoning tentacular horrors from other dimensions or the depths of space as minions sent after you, teleporting and controlling minds, or utilising powerful artifacts like the Darkhold to drastically empower themselves if they can find it. This won't end in diplomacy no matter what their silver tongue might suggest. For they wield a weapon that has somehow been empowered to be as personally destructive and deadly to you as the Necrosword is to the gods of this world-not nearly as powerful, but should they stab you with it you will feel Death's own hand on your heart.

-O L D (+200 CP): You're done. You're used and busted. You're not fit for this line of work anymore, and it's high time younger hands take over your work. Your actual age doesn't matter, but you've started fumbling the ball and generally making stupid-ass decisions as consistently as Nick Fury has been throughout the storyline of Secret Invasion. Apart from the hit to your competence expect to lose a lot of respect from your social circles as they compare what you are now compared to what you once were-and for any embarrassing truths about once-impressive mysteries about yourself to quickly come to light.

-Incursion (+300 CP): Prolonged multiversal travel isn't all it's cracked up to be. Universes are like soap bubbles, punch a hole between two and there's a dangerous chance that a sufficiently uncontrolled puncture between two results in the destruction of one or the other. Someone has done this, and right now that has resulted in heroes and villains from other realities randomly glitching into this one, as well as overlapping places and times resulting in incidents like going through a door and ending up in the tundra. But if the focal point of this incident isn't located, then destruction great enough that only the mightiest beings of this universe will likely survive will ensue in less than a year. The good news? Unlike some Incursions this one is relatively simple: A massive glitching portal hanging above Earth. Just find a way to shut it, or someone who can, and the world's saved. Good luck.

-Celestial Oversight (+300 CP): A Celestial has decided that for its own inscrutable reasons, you deserve to be brought before its own kind for judgement. But unless

you exist on a similar scale, personally interfering is beneath such a grand being's dignity. Instead it has deployed a group of ten Eternals, easily the equal of all those stationed on Earth. They are resolute of purpose and a team with eons of experience working together, not to mention boasting powers rivalling some of Earth's stronger heroes. Be assured though-if this team fails it's assigned purpose, sooner or later the Celestial WILL take things into its massive galaxy-forging hands.

-Spider Jumper (+300 CP): The good news is that whatever your powers, you are now officially recognised as a version of Spider-Man at a metaphysical level by the universe itself. The bad news is this means that for some reason, this means that reality will go out of its way to ruin your life and long term endeavours. Those you care for will be driven away, if not by circumstance then actual mystic amnesia. Those you deem your worst enemies will somehow find ways to ruin your life even in death, or even get whisked from other universes to confront you. And worst of all, the decisions and impulses you come up with yourself tend to have the worst long term effects on your life. It's a canon event, bro. **The franchise runs on your suffering.**

-Actually Courting Death (Not a Metaphor) (+300 CP): So remember that Thanos fellow, the one who's halved the populations of entire planets in his quest for balance? Well whether through sheer...*quality* or genocides of even greater scale, you've attracted the romantic attention of an actual, no-bullshit cosmic entity: Death. Sibling to Infinity, Eternity and Oblivion, the pallid feminine form she takes is but a mask for the universal principle of birth and decay-and therefore, *technically* the greatest Green Witch. Unfortunately, over the course of your courtship you've run into at least one relationship problems on the scale of Death having to claim one of your children as part of her ordained role. Whatever went wrong, it's also caused Death to view you as a schism in the ordered workings of the universe. Expect her to continuously orchestrate events and circumstances where the entities and events of this world will have opportunities to kill you (reuniting you forever, as she sees it), and expect resolving the balance of the universe in a way that satisfies her to be a challenge on par with Thanos' decision to sacrifice his favourite daughter. Of course, you *could* just murder the *entire* universe to render her entire job moot...

-Wrath of a Goddess (+350 CP): Sylvie Laufeyson, the Goddess of Mischief, sees you as a direct threat to her freedom. As such, she will stop at nothing to see you gone. She will know every one of your powers and abilities, and plan accordingly. She will be nothing if not straightforward. She will lunge at you with a knife, she will jump at you with a knife and she will continuously attempt to stab you with a knife. This is somehow much more effective than anything the canon Loki has ever done before the final two episodes of his namesake show. Tread carefully.

Oh and one more thing, by taking this drawback she ALSO obtains timeslipping powers alongside a certain male counterpart of hers who is deathly loyal to her wellbeing. You have been warned.

-We Are Kangs (+600 CP): The fate of this world is grim. After defeating not just any Kang, but THE Conqueror who was feared even by his own counterparts enough to merely banish rather than execute, the Council of Kangs will turn its attention

to a world that has only recently recovered from Thanos' invasion. With this drawback, the Council immediately registers an anomaly deemed a threat to their hegemony. **YOU**. The last time the variants of Kang fought among each other, endless Incursions rent apart the multiverse itself. Only time will tell what they are capable of as a unified faction, but it cannot possibly bode well for whoever has earned their undivided enmity.

-Worthy Opponent (+600 CP): A long time ago, there was a being who grew powerful enough to kill their own universe. An entity as singleminded, capable and deadly as Infinity Ultron, who after so long without purpose found it anew. In destroying **YOU**. The good news is that this being is still trying to figure out how to enter the universe you start in. The bad news is that once it does, nothing short of the Infinity Gems' own power will be a match for said entity. Prepare yourself for a battle in which galaxies are casualties at best and improvised weapons at worst. Do not mourn the universe. Be glad if you can even survive the oncoming onslaught.

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Notes

As of season 2 episode 9 of the What If? series, it is apparently canon that the Infinity Stones can work perfectly fine outside their original universe given that not only did Captain Carter literally punch out Strange Supreme's inner demons, but Thanos and the What If? version of T'challa were both feared as universe killers even in the extradimensional space beyond their original reality. In other words, earlier information about Infinity Stones from part 1 appears to be completely wrong, and you should feel free to use any set you acquire from the MCU realities however you want in future jumps.

The writers of Loki claimed that Sylvie remained in her adopted timeline, Loki remained timeslipping and both remembered prior events when the Time Variance Authority "rebooted" all staff to their original timelines with a complimentary memory wipe because as gods, the normal rules don't apply to them. Make of that what you will. It's worth noting that whatever the inapplicable "normal rules" are, they sure as hell don't include just being strangled to death as Thanos proved in Infinity War.