

Marvel: Earth-97161 Home of the Pet Avengers

Version 1.0.0



Welcome to Earth-97161. How this Earth differs from the more familiar 616 is a bit unclear except for 1 major defining factor. This Earth is the home of the Pet Avengers, the Earth's Mightiest Pets: Lockjaw, the teleporting dog and royal pet of the Inhumans; Throg, the Frog of Thunder; amphibian with the power of Thor; Lockheed, Kitty Pryde's dragon; Zabu, saber toothed tiger belonging to the Lord of the Savage Lands; Redwing, Falcon's pet falcon; Hairball, the kinetic cat and pet of Speedball; and Ms. Lion, Aunt May's pet dog (male). Together these brave animals defend the world from Thanos, the Golden One, and dragons/the Avengers being stupid. And now you too can join their illustrious ranks as one of the Pet Avengers.

Or perhaps you'd rather be one of the Pets of the Evil Masters, a freelance pet hero, or a freelance pet villain. If that's your choice it's your choice. This is the Marvel universe, even if not the main one, and the limits are expansive, where you go and what you do is ultimately up to you and your powers and abilities. But you will be entering this world by default a day before Lockjaw finds the Mind Gem in Lockjaw and the Pet Avengers (cover date July 2009) and staying in this world for 10 years. To help you with your time as an animal in this super powered world have some choice points. Spend them well.

+1000 CP

Age and Gender:

By default you begin as an adult member of your chosen Species. You may freely choose gender from those found in that species.

Location:

You may begin in New York City for free, everything in any given Marvel universe (and related dimensions, realities, and alternate universes, as each Marvel universe has its own host of related planes) goes there pretty quickly so it's only fitting you would too. If you choose to be a prehistoric animal you may begin in the Savage Lands for free as well. Otherwise you may choose to roll for your location, or pay 50 CP to start anywhere in the universe.

1. Queens, NYC: Home of Spider-Man's aunt May and Ms. Lion. A residential area in New York City. Not the most densely populated with superheroes but there's a few to go see.

2. Central Park, NYC: Situated in Manhattan where the things happen, this is the home of Throg the Frog of Thunder and his Frog-Clan, perhaps the Frog-Norns have guided you here for some purpose.
3. The Blue Area of the Moon: Home of Attilan and the Inhumans who live there. The atmosphere is habitable.
4. The Savage Lands: Home of Ka-Zar, the savage land mutates, and a lot of dinosaurs. This tropical paradise is hidden beneath Antarctica a far way from home.
5. The White House, Washington D.C.: Home of the President of the United States of America. Redwing is allowed here because he's friends with Falcon. Hopefully you have some good reason to be here, otherwise you may need to hide from the Secret Service.
6. Realm of Mythical Creatures, parallel reality: Another dimension, this is the home of mythical animals like unicorns, dragons, yeti, centaurs, and fairies. It is ruled over by the Golden One, an ever changing position of reality warping power given to a dreaming child. Hopefully they will send you to Earth if asked... hopefully.
7. Knowhere, at the edge of the universe: A floating Celestial head at the edge of the universe. Its brain can be used to teleport across time and space. Cosmo the telepathic dog works as its main security personnel, along with the Guardians of the Galaxy, maybe they'll help you get home to Earth.
8. Free Choice. Choose any non-secure location in the Marvel universe.

Background/Discount Rules:

There are no backgrounds this jump. Or more there is only one: Super powered animal. As such there are no background based discounts. Instead you may select: 2 discounts on 100 CP or less purchases, 2 discounts on 200 CP or less purchases, 1 discount on a 400 CP or less purchase, 1 discount on a 600 CP or less purchase. These floating discounts may be freely divided up between Species, Perks, Items, and Companions as you see fit. A 50 or 100 CP option bought with a discount becomes Free.

Species

You must buy a tier of Species, this represents what sort of animal you are during this jump. Your species may be a real world animal, or a fantastic one of alien design built within the rules for the Tier you bought and any add-ons such as Utility, but you may not be a human or human equivalent species. You may only buy 1 tier of Species, and each is mutually exclusive with the others (in that the Tier of species represents the upper limit for the base dangerousness of your species). You may buy untiered Species (those that do not have a tier listed) as add-ons to determine your species's exact traits; Utility, Funny Animal, Mythical, and Dragon can all be bought whether you are Small but Useful, a House Pet, Dangerous, Apex, or Behemoth. Post jump your species designed here becomes an alt-form.

Free - Tier 0 Small but Useful: Your species is some kind of animal which would be considered harmless to a human and weaker than a house cat. However you gain 1 purchase of Utility for Free.

Free - Tier 1 House Pet: Your species is approximately equal to a house cat or small dog. Potentially a threat to children but unlikely to cause serious harm to an adult and with some minor animal utility but nothing like flight, being amphibious, or particularly small.

100 - Tier 2 Dangerous: You could be a threat to an unarmed adult. You might be a wolf, a large dog, or combined with Utility a black widow, or potentially deadly small snake.

200 - Tier 3 Apex: Your species is something truly dangerous to humans, like a tiger, smilodon, or a highly deadly snake. Moreover you stand at the peak of the animal kingdom. You are stronger, tougher, and faster even than expected of your species, almost like the Captain America of your kind.

400 - Tier 4 Behemoth: You go beyond merely some tiger or similar threat to a human. You are a creature on a scale like a dinosaur. Large enough to put down even a saber-tooth tiger easily and physically dangerous enough it counts as a superpower. Like with Apex you are stronger, tougher, and better than would normally be expected for your species.

100 - Utility: Your species has some significant utility. Maybe it is a bird that can fly through the air and has excellent sight. Maybe it is a type of ape with functional hands. Maybe it is an amphibian. Maybe a particularly small animal which is thus extra stealthy.

100 - Anthropomorphic: You are a bipedal version of your chosen animal, able to speak like a human would, with a height based on your overall size as an animal. Something like Rocket Raccoon.

200 - Mythical: You possess some supernatural power of a mystical nature. Perhaps you can perform hydrokinesis to create breathable air bubbles or perform minor healing. Its combat use will scale based upon the combat ability of your species here, and its maximum utility based on the amount paid for utility. At its best you might get the ability to fly between dimensions like Huninn and Muninn.

400 - Dragon: You are a dragon. By default this makes you one of the Flock like Lockheed; this means you can fly, breathe fire, and communicate telepathically. This will also generally increase your physical capabilities somewhat, generally speaking similar to one Tier higher, with your fire breath hitting with enough force to make you a bit more of a threat even then. Coupled with Behemoth you could be a full and credible threat to many of the human Avengers. You may choose to have another type of breath weapon than fire, such as lightning, cold, acidic gas, or a sonic scream; this cannot include esoteric effects like transforming people or manipulating time, only roughly equivalent damaging effects.

Perks

100 - Adorable: You are cute. Like first picked out of the animal shelter cute. No one can deny that you have just the type of cuteness to seem a desirable pet. This even applies to more humanoid forms.

100 - "And thy name is Ms. Lion?": You are effectively immune to societal gender norms and roles. Dress and act however you want and no one will care if you are acting in a way associated with another gender beyond momentary surprise.

100 - "As My Brother Did Say, to Battle!": You are brave. How brave? Stupidly so. You could be stripped of your powers, and turned into an ordinary frog, and still be brave enough to stand up against an army of dragons without hesitating. Fear does not make you hesitate or stop when you've got a cause or people to protect, merely being another piece of information.

100 - Doctor Dolittle: In this world animals can all speak together and be understood by each other, but not in most. Now you will retain the ability to speak with any animal and understand it as well as be understood.

100 - "His is the Bravest Most Selfless Soul I Have Ever Known.": Your appearance, or even your species, is no longer a barrier to you when it comes to romance. Should you be able to form the emotional connection, you will find that such mere physical concerns do not distress your lover, but that they will be willing to accept you even despite being a vastly different species. You may choose to apply the same effect to yourself, allowing you to accept people as lovers based on emotional connections regardless of their physical appearance or species.

100 - No One Hurts My Baby: When your child is directly threatened with harm - and you did not intentionally set them up to be in the line of harm - you will find your powers surging for a moment, giving you a brief window of increased ability with which to protect them and keep them safe.

100 - Pet Avengers Assemble!: Like Throb the Frog of Thunder you are a master of speaking in a grandiose manner that lends dignity to your words even if you are a mere frog. Begin talking about the frog-norns, and people will take your words just as seriously as if you weren't melodramatically talking in faux medieval speech. Applies to other silly and/or pretentious manners of speaking as well.

200 - “At this point, nothing surprises me”: Perhaps it’s just New York City, but in this world a group of animals can walk around town fighting crime and people will just shrug and go ‘seen weirder’. And now you carry an element of this with you. It’s not that people fail to recognize that a floating, thunderbolt throwing god-being is weird, or even potentially dangerous, but people seem to accept your weirdness as just a part of existence without questioning it too much. If you show up as something terrifying - such as a firebreathing kaiju - they will still react with fear, but should you reveal to your allies ‘oh yes I can become a firebreathing kaiju’ they will accept it rather easily as just one of your quirks.

200 - Frog Norns’ Guidance: Sometimes the peaceful life is boring. But you don’t need to worry about that. Should you find yourself getting bored with a peaceful day to day life you will find that adventure somehow finds you. An Asgardian renegade with a group of questionable characters comes to your swamp to recruit you for a quest, a god of Thunder transformed into a frog by his brother’s foul curse recruits you as brother-in-arms against a force of rats, some children in need of aid wander into your swamp chased by a villain. One way or another the fates will guide you to adventure should daily life come to bore you.

200 - Hairball 2: You find it extremely easy to join groups when you are honestly aligning yourself to that group and its goals. Even ordinarily cautious and suspicious people will easily accept your declarations of allegiance at face value when they are honest and without ulterior motive. You will find any background checks or requirements treated as mainly formalities if you are actually qualified to join a group in question. You still have to be qualified; but this will ease the interpersonal side of things.

200 - “I Wasn’t Hiding I Was Hunting”: Your enemies tend to find it easy to underestimate you. This won’t make them ignore abilities that they know you possess, but they will be more likely to overlook clever ways you could use them, or tricks that you might play with them, and find it easy to dismiss you for example as only being almost as powerful as the others who hold a share of Thor’s power and thus no real threat, forgetting that you have friends, are stealthier, and more than willing to use the environment to your advantage.

200 - Psychic Bond: You now possess a telepathic link with all of your companions. As long as you are in the same realm of existence you know instinctively their general well-being, and can communicate with them through the sending and receiving of thoughts. Your companions who are part of this link gain the same benefits towards you and each other as long as they are in the same realm of existence as you are. If a

companion takes this perk they gain a link with just you, not you and all your other companions.

200 - Put the Dog in a Box: You are oddly lucky with stealth. You are less likely to encounter patrols, and more likely to have people incidentally look the wrong way when you're passing by. You might even hide in a large cardboard box and have a delivery man deliver you without ever questioning why the White House is ordering a half-ton box of *something*.

200 - Put Together a Team: This doesn't make you particularly skilled at convincing people to join a team you're planning. No, this makes you skilled at figuring out what talents and abilities would most likely be necessary for a project, and identifying who has them or could be cultivated to possess them. This isn't an unerring prophetic ability, but more the ability to pick up minor cues, and tactical insights necessary for designing a group of individuals with certain capabilities.

400 - Heroic Sacrifice: It'd not be a superhero jump if no one died and came back to life in it. Once per jump, or 10 years whichever comes first, when you die for a cause greater than yourself you will find that your allies are inspired to greater heights of power and competence, their blows hitting harder, their will more unbreakable, and their thoughts far clearer than they otherwise would be. To make things better this death will not end you, but instead you will be revived through some means before the end of the jump. It might take 5 minutes or a few years, but not more than 4 years.

400 - Intuitive Tactician: Like a certain raccoon, you have an intuitive understanding of the flow of combat and what tactics would be most appropriate at any given moment. This is enough to make you a universally recognized tactical genius in this world, putting you at a level of capacity similar to Captain America, Napoleon, or Caesar. This helps you identify weaknesses and break points, or create plans, but is mostly tactical and not strategic, offering limited to no use in long term planning... also doesn't help you in poker surprisingly.

400 - Macguffin Scent: You seem to have a sense for plot important items and objects. It's almost as if you could smell them - and should you have a dog-like sense of smell you actually can - as you seem to have a feeling for which direction to go to find them and to simply stumble on them in your day to day life. This won't help you know what they do, but you will from time to time get a feeling telling you to go in a certain direction, or that something you have found is somehow *important* to the world at

large/its plot. This also will create more opportunities for you to cross paths with such objects of power and importance.

400 - (Pet of the) King of the Savage Lands: You are a king among beasts and people react accordingly. You will find others more inclined to respect you and defer to you for your position and authority wherever you go. This effect grows with the height of your status and position, so that the greater the dominion you hold sway over the more others will respect you. It is stronger still in your publicly recognized territory, as any who enter it will find themselves subconsciously recognizing that it belongs to you and that they must either defer to you there or face your wrath.

400 - Radioactive Spider: You have been bit by a radioactive spider, or maybe just are one. This gives you the ability to climb walls like Spider-Man, spider-sense, increased agility and strength, and the capability to spit nets made of webbing. The effectiveness of these power is based on the tier of your Species in this jump. At Tier 2 Dangerous you would be roughly as strong as one of the spider themed heroes of the marvel universe other than Peter Parker when he ceases holding back (able to lift roughly 5-10 tons), tier 1 or 0 would make you proportionately weaker but still stronger than you should be, and Tier 3 or 4 would make you proportionately stronger. Whatever species you took in this jump appears as a partially spiderized version, similar to the Man-Spider, or else as simply a spider of that size and strength.

400 - Simple Charisma: You are a likable person, the sort of person who seems to have a charismatic aura about themselves. This charisma is stronger, however, the more stupid and well-meaning you act. Not only does this make people more inclined to overlook the trouble your stupidity causes, they actually find it somehow endearing, and if you're well-meaning with it you might find yourself making friends and allies even with a dog-hating cat as a dog, close enough that the cat would fight Thanos himself to avenge you should Thanos make the foolish mistake of harming you.

400 - The Cicada Whisper About: Gossip comes to you. More than that it's *useful* gossip. News and information just seems to come to you, whether through social media, random travelers, or people you talk to, you will find that as long as you have some means of contact with the outside world you will be able to gather a decent amount of information while sitting at home. When going over news feeds and the like you will even find that a light skim will quickly identify what information would be of interest and useful to you.

400 - Who Would Believe That a Pet Saved the Universe: The Avengers have the limelight, a band of heroes recognized the world over. The Pet Avengers might save the world from Thanos, preventing him from gathering the Infinity Gems, and yet the entire world could never hear a word about it. You find yourself able to avoid having your reputation grow and spread. This isn't an absolute effect - if you very visibly save the world by broadcasting your actions to the world and drawing on their belief in you for power people will remember - but if you do not want your reputation to spread people will be less likely to tell others about your deeds, or to hunt down the information. This won't necessarily stop a determined and resourceful individual - an investigative journalist might still track down your deeds - but it will be less likely to passively spread. And the more embarrassing being defeated by you would be - say you're just a dog - the less likely your enemies are to ever admit it even happened, instead going to lengths to hide it.

600 - Batty: You are a ghost. You are able to float and fly, to pass through solid objects, and to even possess others. This is easiest in those bodies that don't already have souls, but you can wrest control away from the weak willed to take over their body to use as your own. As a ghost you do not need to breathe, sleep, eat, and do not age as well as are remarkably difficult to harm through physical means. Post-jump you are able to turn this ghostly state on and off should you decide you like being alive and fleshy.

600 - Cosmic Telepath: Like a certain Russian dog, you possess telepathic powers. You are able to read minds, communicate telepathically, create mental links, communicate telepathically across the better part of the universe, shield minds against mental corruption, and even have limited influence - primarily brute force - over other minds. This influence is closer to things like temporarily paralyzing a body, or putting someone to sleep than any fine tuned manipulations of their thoughts and personality.

600 - Kinetic Kitty: Like Hairball 1 you have the ability to create a field of kinetic energy around you. This field absorbs energy directed at you, allowing you to survive gunshots or explosions without any harm to yourself. It can also be used offensively, a cat with this power could knock down grown men by using this field, or stacks of boxes, and the larger and more powerful your Species from this jump is the stronger the offensive use of this field will grow; where a cat might knock down people, an Apex might be able to send elephants flying, and a Behemoth might be able to topple buildings. A Dragon will of course have stronger powers than otherwise. Be careful while this protects you from a lot, it is not limitless, an energy blast from Thanos, for example, could still kill you.

600 - Locked Jaw: You have infinite willpower. Well not actually infinite, but you have a strong enough will to make people make that mistake. You could face down Thanos himself in a battle of infinity gems, your will easily matching his own and overcoming it. This also protects you from the temptation to misuse your powers; your sense of self, and morality is iron-clad yielding neither to temptation nor hardship. If you choose to do something, it will not be because of some momentary weakness of character.

600 - Power of Throg: You have been granted the power of a beast of Thunder. This is a *far* cry from the power of Thor, but it's still a lot for a frog. The extent of this power is based on your species in this jump. If you were equivalent to a frog you would be strong enough to beat small crocodiles, create small rain clouds that follow your foes, or minor lightning strikes, but would be of little use against a t-rex, and a hippo would be able to provide more raw destructive power than you. This strength will increase with the more powerful species you bought in this jump; as a Dangerous species you would be notably superhuman in your strength, as an Apex you would be able to play with some of the more powerful superhumans, as a Behemoth Dragon while you'd still be noticeably weaker than the stronger showings of Thor or Gladiator, you'd be able to go several rounds with She-Hulk in pure strength. Your elemental powers will likewise increase, though, likewise will never reach Thor's in strength. If you would prefer not to be a carbon copy of Thor you may choose another set of elemental powers than storms, but whatever you choose will have roughly the same level of utility and usefulness; choosing time would allow some low end temporal manipulation for brief bursts of super speed but not free movement through the future and past for example.

+500 (undiscountable) - 616: Or maybe you have the power of the 616 version of Throg. You're still not as strong as Thor Odinson, but you could put down enemies which Angela and the Executioner struggled with, and are strong enough to defeat foes who managed to defeat Beta Ray Bill. You're close enough to serve as a stand-in for Thor in a pinch. Like with the non-upgraded version this will get closer to the full power of Thor with additional upgrade. Behemoth or Apex+Dragon will place you at close to Thor's own, and Behemoth+Dragon will see you actually edge him out if he lacks Mjolnir or if you possess a Worthy Sliver to focus your powers, you still won't be as strong as the Hulk, but you could possibly shatter planets.

600 - Teleportation: You have the power to teleport yourself and others across interstellar distances and even into other dimensions. You may teleport yourself, yourself and those creatures which are nearby, or even teleport yourself and nearby objects. While you cannot teleport only a part of a creature, you can teleport only parts of inanimate

objects allowing you to do things like teleport yourself and rocks into the air to drop on your enemies. This power can be tiring to use, especially in quick succession or when taking along others, and a greater distance is more tiring than a shorter one.

Items:

100 - Acanti Blubber Ale: You possess a six pack of the rare and hard to acquire Acanti Blubber Ale. This beer is apparently quite delicious but also highly volatile. If shaken it can explode, and given sufficient excitement - such as being shot by an energy weapon - it can explode with enough force and froth to cover a room. You get a new six pack each day assuming you have used the old one.

100 - Collar and Tags: You possess a pet collar with tags listing your owner's address and phone number as well as indicating whether you've had all your shots. The best part is that these tags can somehow stand in for any and all legally acquired licenses and certification you acquire in any jump.

100 - Pet Avenger Mansion: Your own house. It's not particularly furnished, and it doesn't have doors, or individual rooms, but it's large enough for a large dog, a saber-toothed tiger, a small dragon, a dog, a cat, and a falcon to all have enough basic space, and it comes with a caretaker who will clean up messes and open food bags. Plus it's all yours free of charge and taxes.

200 - Cybernetic Limb: This robotic limb is stronger than your natural ones by a noticeable if not extreme extent. It is also at least as tough and hard to damage as metal. This limb adapts to your form if you shapeshift or are transformed somehow, scaling to still fit your altered shape and nature.

200 - Elixir of Long Sleep: This magic elixir can be used to put whatever drinks it to sleep. This enchanted sleep will last until woken by outside forces, or many centuries have passed. Once used you will get a new elixir at the start of the next jump.

200 - Worthy Sliver: This is a small piece of uru metal broken off of a worthy weapon. When struck against the ground it becomes a hammer sized for you to wield, and you find your form shifted into something somewhat humanoid, able to stand on its hind legs, and with prehensile hands as well as possessing a throat capable of human speech. This weapon also is an excellent channel of your other powers, able to withstand the full force of your blows - unless you use it to channel them above their normal limits - and even amplifying your powers slightly. Also, much like Mjolnir, you can call this weapon back to your hand with your will, leading it to smash through impediments in its path. It does not have Mjolnir's other powers.

If you give this worthy sliver to another, they may use it to change into an anthropomorphized shape and to gain a small (<1%) fraction of your powers while wielding it.

+500 (no discount) - Worthier Sliver: Err... so it's not a small fraction after all. Those who wield your worthy get your powers at something over 50% their full capabilities.

400 - Astral Ship: The Flock, Lockheed's species of telepathic dragons, travel through space in ships that sail not in physical space or hyperspace but the astral plane. Now you have a ship, large enough for your Species, belonging to that race, and with a crew of such creatures loyal to you. They retain their short attention spans, and general somewhat ineptitude, but they are loyal and will man the ship through the astral plane or into physical reality for you if requested. In other jumps this ship is capable of traversing other psychic and immaterial dimensions, protected from the basic environmental hazards of such travel.

400 - Swamp Asgard: This region, roughly the expected territorial range of a member of your Species for this jump outside of migration, is yours. All other animals within this area recognize you as its lord and ruler, who should be respected and deferred to within it. Only the particularly foolish or boorish will not do so. In addition animals native to this region develop human-like intelligence and societal complexity. They may even spontaneously start using each other to help in farming.

400 - Terra Cotta Soldiers: You now have 80 terra cotta soldiers which you can animate with a magical blast of energy from your eyes. These soldiers are strong enough to slow down the Avengers, but even Mockingbird and Hawkeye will make quick work of them. They are not particularly intelligent, simply obeying the simplest of commands, but can fight, patrol an area, or be directed to do manual labor. Still if destroyed they will repair themselves at a rate of 3 a day. Each time you purchase this time the number of Terra Cotta Soldiers you possess increases by an order of magnitude (2 purchases gives 800, 3 gives 8000, 4 gives 80,000).

600 - Clutch of Dragon Eggs: These 7 eggs each will hatch at some point in the next 10 years into dragons. It will take them some more time to grow to full size, but they will eventually be powerful and large enough to put up a noticeable fight against the likes of the Avengers - including Carol Danvers, Iron-Man, and Thor - at least as a group. If one of the dragons is killed you will regain the matching egg and it will hatch, and grow, again once more taking some time to reach full size and power.

600 - Sample of Terrigen Mist: Normally this mist would only work on those with the Inhuman gene, activating it to give them new powers and abilities, but now you possess a sample which can work for anyone. There's enough mist to fill a small room and affect 1 individual giving them a super power. What kind of superpower? The results vary wildly. Once used you will get another sample at the start of the next jump.

600 - Suit of Powered Armor: Maybe a left over from Brute Force, maybe Iron-Man made it for the next time he's turned into a frog, or maybe it's a gift from Vulture Von Doom, but you have a suit of powered armor designed to be worn by your animal species. It can fly, shoot beams, provides some level of super strength, and take a beating while protecting you. It will alter to fit your current alt-form and can withstand whatever powers you have without being damaged by them, but its weapons and systems will have their power scale by the tier of Species you bought in this jump. Includes a translator that translates animal sounds you make into human speech.

800 - Infinity Gem: Space. Time. Reality. Soul. Mind. Power. Put them together and you have nigh unlimited power over this universe. Even just one of them grants phenomenal power over its aspect. By purchasing this item you get 1 of them of your choice. In future jumps it will work in whatever universe you start in like it did in this one.

Companions:

50+ - Companion Import: For 50 CP you can import 1 companion with 600 CP; they gain 1 discount on a 100 CP purchase, 1 on a 200 or less CP purchase, 1 on a 400 CP or less purchase, and 1 on a 600 CP or less purchase. For 100 CP you can import 3 companions with 600 CP. For 200 CP you can import up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

50 each - Fellow Pet: For each purchase of this option you may take along 1 other super powered pet from the Marvel universe along with you on your journeys.

50-400 each - Owner: Or maybe you'd rather have a human(oid) caretaker? For 50 CP you can bring along 1 unpowered human(oid) from the Marvel universe on your journeys (comic book super genius does count as a superpower). For 100 CP you can bring along 1 powered human(oid), but they can be no more powerful than Carol Danvers or smarter than Amadeus Cho. For 200 CP these limits increase to up to Thor's power level, and/or Reed Richards' intelligence. For 400 CP you can now take along full blown cosmic and abstract entities if you can convince them to come with you.

Drawbacks:

You may take drawbacks for additional CP. These drawbacks all end at the end of the jump, fading away as if they never were. You may gain up to +1000 CP from drawbacks.

0 - Earth 616 (Toggle): If you'd rather go to the more familiar Earth of Marvel's main universe feel free to. Animals don't all understand each other here, and the Pet Avengers themselves never formed, until a separate team consisting of Huninn and Muninn, Bats, Lockheed, Lockjaw, and Throg formed to find out about what was happening to Thor's hammer.

0 - Altered Start Time (Toggle): Want to explore a different period of Marvel comics? So be it, you can start at any time from Fantastic Four #45 (December, 1965) which introduced Lockjaw onwards. Have fun.

0 - Altered Jump Length (Toggle): Reduce your time in this jump as far downwards as to 1 year, or extend it up to 100 years.

0 - Continuity Toggle (Toggle): Been to the Marvel multiverse before? Your actions there, taking place before your arrival here, are now canon. Of course unless they were in Earth-97161 they probably don't affect here that much, but the 616 toggle (above), or means of traversing the local multiverse might help you to meet old friends and enemies.

100 - Formlocked: Normally you would most likely have some human alt-form, if not other alt-forms. Now you (and your companions) are locked in the Species you purchased in this jump, unable to leave its form through your own powers, and even if transformed through outside forces you will be unable to take on a form with human-like vocal chords (so no talking) or with functional hands. These restrictions on vocal chords and hands apply even in your Species form (if you were a parrot or a monkey for example).

100 - Gave Franklin Richards Your Number: Well that was stupid. Somehow you've sworn to assist Franklin Richards whenever he has a need of help. At least once a month you will be called to help the elder of the Richards' children out of some mess, usually one he has created and is trying to hide from his parents, but on occasion you will be made to help the Fantastic Four. These requests may sometimes be relatively safe, but are just as likely to involve fighting a giant monster made of all of Manhattan's garbage.

100 - I Hate Water: You have a cat's well-known hatred for water. Whenever you are wet you will find yourself immediately immensely uncomfortable, and the idea of being

forced to swim will fill you with terror like nothing else... and yet circumstances will arrange themselves to have you fall into lakes, pools, the ocean and more during your time here. It won't be a daily event, but it will be a rare adventure where it doesn't happen.

100 - Primal Instincts Have Taken Over: Normally this is a world where animals show surprisingly human intellects and capabilities time and time again. Not just the pet avengers, but hippos as well. Now, though, you find yourself prone to being overwhelmed by animal instincts and acting like a normal animal would in the situation, not thinking and forgetting long term goals and giving into your bestial behavior. This is not a constant effect, but you will find these spells coming and going, often when you wish they would not.

100 - Silent King: Like Lockjaw, or his human Blackbolt, you are not one for many words. In fact you seem utterly incapable of making any vocalization, or even using a device for auditory communication. You can still write, pantomime, or communicate telepathically, but you cannot speak even to other animals.

100 - Will the Next Place Have Dinosaurs: You know they're not that common but... you keep running into them. At least once every 3 months you will encounter a dangerous dinosaur running amok in a way that makes it your problem to deal with.

200 - Everyone Knows Birds Are Far Superior to Other Animals : Like Falcon's falcon Redwing you're sort of very racist and possess a smug sense of superiority over all those around you. You will treat those around you like they are inherently inferior to you.

200 - Frog Clan: You have a group of members of your Species, a local pond's frog population, a pack of wild dogs, a group of fellow dinosaurs, that are highly vulnerable - baby dinosaurs or hatchling dragons - and are under your care. They will be threatened often during this jump, and if they should be killed it will count as a jump fail causing you to lose everything gained in this jump, and to be unable to return to this jump (you will not chain fail). You may choose to forgo the CP from this drawback and instead gain 1 purchase of Swamp Asgard for free, however if you do so this population will live in your Swamp Asgard and not only must be protected but must be kept from being forced to relocate.

200 - He Has No Powers (incompatible with Formlocked): At least none from outside of this jump. All your perks, powers, and special abilities, including alt-forms and body mod from other jumps are locked away, leaving you with only what you purchased in this

jump. This applies to your companions as well; though if you didn't pay to import them they get a Species at the House Pet level for free.

200 - Not If You Were the Last Dog On Earth: You have obtained a rather abhorrent admirer. This animal, of a species which would normally be antagonistic to your own, has attached itself to you. They don't actually want to harm you, but they are extremely *annoying* as if tailor made to grate on you and they will follow you *everywhere*. And you will find yourself unable to kill them or engineer their death... and even if they do die they will return or be replaced by someone even more annoying.

200 - I Want My Armor: You possess no items or objects from outside of this jump, including no properties, warehouse, or followers from them. They are locked away, with your warehouse becoming unlocked 1 week before leaving the jump so that you can store items within it. Your companions - if any - are likewise locked from their previous items and tools.

200 - Things Are About to Get Ugly: Marvel superheroes fight each other for the stupidest of reasons; your ally has just received information from your enemy and is telling you this battle is unnecessary and you should not fight before they're grabbed by the presumed enemy saying that time is short and they must hurry... that means it's time to fight. And now you'll get to live through that feeling. You will find yourself fighting your allies over the stupidest and most petty of reasons and will generally choose to fight you and each other first and then give the most basic of explanations second.

200 - Why Are We Even Entertaining This: You are as diplomatic as Iron-Man... that is you come to talk to someone and after exchanging 2 sentences of dialogue decide to just fight them instead. No matter how intelligent you may be, you are now short-sighted, and impatient, and possess a tendency to hit first and think second.

300 - I Don't Even Think He Has a Brain: You are DUMB. Not just as dumb as Ms. Lion, but as dumb as Hairball thinks Ms. Lion is when they first meet a far dumber state. You have a short attention span which jumps from subject to subject, and an intellect barely above that of playing in traffic. You will do things like mistake the t-rex attempting to eat you for a 'friend', or release a hippo from the zoo because it asked you too without considering the trouble and destruction it will cause.

300/200 - Incursions: Normally we'd ignore the whole 2015 Secret Wars destruction of this universe, and just let it not be a thing that happens, or assume that when Franklin Richards reboots the universe with it not having happened Jump-chan just accepts it and the timeline follows that version's past and future. Now, the events of Secret Wars and the

universe destroying Incursions **will** hit your world, and you will have to stay here through the entire period from when the first Incursion hit anywhere till the multiverse is rebooted (this overrides other toggles/drawbacks/perks that would place your time here as shorter than that/not including that). You do not need to save the universe, or even the multiverse, but you need to survive the events of Secret Wars without dying or being deleted as part of it. This is only worth 200 CP with the 616 Toggle, as it possesses the more options to survive as it survives all but the final incursion.

300 - It Seems You Have Things That Belong to Me and I Want Them Back: Thanos has decided that your Jumper status is rightfully his, and that he will now reclaim it by extracting it from you - killing you in the process and removing all you have gained from being a Jumper - and become a Jumper in your place. Should you manage to deal with him in a permanent manner - difficult in the extreme as Death has rejected him and he is rather skilled at escaping confinement - he will be replaced by another similarly dangerous villain like Doctor Doom.

400 - For the Memory of those I Cry For Everyday: You have lost those closest to you one time too often and it has left you deeply depressed and traumatized. You will not have a day free from this overwhelming malaise of depression and trauma, looking at the world as a sad and pathetic thing barely worth caring about. Even should they be revived through some means you will remain depressed and pessimistic, as if it has infected your entire character, and it will not be removed until you complete the jump. This also serves to lockout your companions, you may still pay to import them to give them CP from this jump, but they will not appear in this jump to assist or aid you, and you *will* believe they are dead, forgetting this aspect of this drawback. Is this really worth it?

Outro:

Your time here has come to an end at last. Whether a time of heroism or villainy, or just being a good dog for an old lady, it is now time to make your final choice which comes at the end of (most) jumps.

Time to Wake Up: The dream has come to an end. It's time to wake up from these adventures and powers and return to your native world. Of course you do get to retain the powers you gained on your adventures, unlike the Golden One so have fun with that.

Neverending Dog Days of Summer: Or maybe you'd rather stay here. Time resumes on those worlds you've left behind and your chain ends. Take +1000 CP, and +500 CP for each of your companions and make a life in this multiverse of adventure and chaos.

Back to your True Home: The quest. No world can hold a jumper eternal. Move on to the next jump and see what you can see there, find what adventures await you.

Notes:

Jump by Fafnirsfoe

How does Earth-97161 differ from Earth-616: Rather unclear, other than the Pet Avengers being a thing. The world in general seems somewhat lighter and softer, but even that's just my guess work/headcanon. Animals all seem to be able to understand each other, that's at least one change.

What happens when the universe gets destroyed in Secret Wars (2015): Let's just assume it's one that Franklin Richards recreated and that Jumpchan ignores/fails to notice the retconned period leading up to the (implied) Incursion and destruction of Earth-97161... unless you want to have to deal with that/take the drawback that says you have to.

There's 14 appearances of the Pet Avengers, 1 of which is an anthology of short stories, and 1 of which is a crossover with the Guardians of the Galaxy which was even more gag than usual. The 616 team had all of **1** appearance where they formed and... did nothing. In one of these the spider that bit Peter Parker shows up the size of a dog... it is my excuse for letting you buy a basic spider-man power set... just to give you an extra option.

Change Log:

Version 1.0.0: Published jump.