Marvel PRIMAL

1,000,000 B.C. The Middle-Paleolithic Age. Most of humanity were still hunter-gatherers, living in simple huts, tents or caves, with crude stone tools. Mastery of fire is the hot new tech. You can argue at length over whether the hominids of the time even count as human.

Yet even in this era, there are those who stand as a breed apart. Champions willing to protect the world, which is a good thing because this is when humanity's future was nearly stolen, by the Deviants, by Mephisto, the Fallen and the First Celestial Host and more.

For the next decade, you will take your place among them. Have **1,000 choice points** (cp) to make things easier.

ORIGINS

Asgardian (-200 cp) The Golden Realm exists, and is ruled by Bors, whose son Odin is questing for wisdom and to master the hammer Mjolnir. As a warrior god, you are far, far tougher and stronger, longer lived and able to run and fight longer than mortal men, and you have the potential to be so, so much more.

Iron Fist Strangely enough, K'un L'un is around in a time when even villages are a novelty. When one of their own dared teach the secrets of martial arts to outsiders, they were banished after slaying the dragon Shou-Lao. You may take the place of Fan-Fei or be one of her disciples who survived being devoured by the strength of your arm.

Mutant (-200 cp) If I had a nickel for everyone claiming to be the first mutant... well, I'd have about thirty cents. Good news is, you're now a serious contender for the title, and nobody has gotten around to inventing pitchforks yet.

Panther Part of one of the first tribes to settle down in this time, after finding a mountain of a strange, vibrating ore and discovering some of its astonishing properties. It's a hostile world for your tribe, but you fight with courage and some surprising advantages.

Rider You may well be the first, or perhaps the second? Either way you met a wily serpent who promised you vengeance on those who had wronged you in exchange for service, and were bonded to the Spirit of Vengeance.

Sorcerer (-200 cp) Petty Shamans abound, but this is also a time when the Elder Gods were powerful, when the N'Garai demons and Serpent-Men of Set tormented

mankind. The birth of Agamotto and the founding of the Vishanti. You have walked secret paths and learned much that is hidden from other men.

Starbrand (-200 cp) When an asteroid struck the Earth, killing off the dinosaurs, it bore a mysterious mark of power which transferred to the final T-Rex. Final because it made him immortal and gave him vast powers, until Rexie chose to die, and the Garden, a mystic oasis grew from the spot. You are the first human to stumble upon the Garden, and so the mark transferred itself to you.

AGE, RACE, SEX, ETC.

These days most people care only for "in our tribe" and "outsider." Women are the bearers of life, bringers of children without whom the tribe cannot survive.

Keep or change any of these things about yourself, as convenient.

STARTING LOCATION

Start where you will. Most human communities in this age are nomadic, but civilization may be found at Atlantis, Asgard, K'un L'un and presumably the other Hidden Heavens.



PERKS

Exotic (free all) Honestly, anyone from the 21st century is going to stand out in this era, with their above average height, clean teeth and high level of hygiene. Not only are you magnificent looking, but your unusual features are all appealing to people, never repulsive. You can keep clean even in the wilderness and effortlessly maintain your fitness as long as you eat enough.

Cool-Headed (free all) Death can come without warning. In a crisis, you never panic. Under pressure, you only focus even better.

Hardy (free all) Before medicine, people were tough or they were dead, often both. You are very hardy and resistant to injury, if hurt your wounds are never infected. You cannot catch nor spread diseases. As befits a nomad, you can walk all day without strain, climb trees with ease, swim and run for long distances.

Survivor (free all) You know how to survive in the wilds, to find food and water and find or make shelter in a pinch. Mostly how to avoid getting eaten, unless you get unlucky.

Gatherer (-50 cp) Fruit, berries, roots, vegetables. You know how to find the choice bits and avoid the poison, and to test new plants for toxins. No matter how scarce supplies might be, you can always support yourself and a small group with thirty minutes or less of searching about.

Great Hunter (-50 cp) You have stalked all the mundane and incredible creatures across the land. You know how to run down antelope, how to set snares and traps and follow a trail. You are skilled with javelin and bow.

Instinct (-50 cp) You are very alert to your surroundings. You know the moment something is off, and hardly ever can anyone spot anything, near or far, that you haven't already observed.

Potter (-50 cp) You know how to make mud and clay into bricks and pots, really good ones.

Weaver (-50 cp) You know how to card and spin thread, to sew, to make comfortable and well-fitting clothing and even weave baskets.

Age Advancement (-100 cp) You understand how to mine, smelt and work metals, even alloys like bronze, the notoriously difficult iron, and with the right equipment, steel. Your tribe will surely prosper with this knowledge.

Diverging Timelines (-100 cp) All the time-travelers here made this an inevitability. You cannot be erased from history, or altered even as the timeline changes around you.

All-Speak (-100 cp, free Asgardian) You speak the All-Tongue, which all men hear as their native language. Also, you can understand all speakers. Doesn't help much with reading though.

The Mighty Jumper (-200 cp, discount Asgardian) Asgardians are far stronger than mortal men, tougher and able to exert themselves longer. Some, like Odin, are even mightier. Your strength and physical abilities are a peer with the royal line of Asgard.

Master of Your Domain (-400 cp, discount Asgardian) To be Asgardian alone is not enough to claim divinity, you must be a god *of* something. You have a domain, a natural phenomena or a skillset like hunting, in which you are superhumanly knowledgeable, skilled and/or have control over. This can be purchased multiple times, with Asgardian origin getting two domains per purchase.

Jumper Force (-600 cp, discount Asgardian) You are the bearer of a great and cosmic power, a potent force all of your own with the strength to shatter worlds. As a nice benefit, this places you beyond the cycles of fate.

Contemplative (-100 cp, free Iron Fist) You are a master of meditative techniques, of clearing your mind of anger, fear and stress, of entering a

trance to ignore pain and discomfort. This training has also made you incredibly flexible.

Living Weapon (-200 cp, discount Iron Fist) Obsessive training has made you the master of every weapon, but none so much as the human body. You learn martial arts and incorporate them into your style at a phenomenal rate, know the location of every pressure point on the human body, are incredibly fit and acrobatic and can teach these incredible skills to others.

Fist of Iron (-400 cp, discount Iron Fist) In a moment of desperation or brilliance you buried your hands in the beating heart of a dragon. From that moment on, you found you could gather your chi into either hand to make an invulnerable fist of iron. Your hand when so charged cannot be harmed, you punch like a cannon and can learn to heal or channel any other energy you might wield this way. Perhaps most usefully, your iron fist serves as a kind of universal weakness, laying low otherwise invulnerable foes.

Power of Many (-600 cp, discount Iron Fist) As the young mutant Power Man II would one day, you have absorbed the chi of a hundred people, granting you vast reserves of energy to use.

The First One (-100 cp, free Mutant) It may not make any sense in Kid Heroes, but you can introduce yourself as the first mutant, or the original murderer, or the first person to do just about anything and be believed, barring strong evidence to the contrary. Don't go telling Buzz Aldrin or Uatu you were the first person on the moon.

Healing Factor (-200 cp, discount Mutant) In Marville, Wolverine was the first mutant and indeed the first human, but most of us try and forget Marville. You have a regenerative healing factor that lets you restore yourself in minutes from a few cells.

Thine Own Self (-400 cp, discount Mutant) With all the ways this world can control or corrupt you, it's more important that ever that you remain you. You cannot be controlled or corrupted by outside forces, and no matter how far you move beyond your humanity, you will retain your ties to it, your ability to empathize and sympathize with man.

Firebird (-600 cp, discount Mutant) You are host to the Phoenix Force, a cosmic engine of destruction and rebirth which has granted you vast cosmic powers. Psionics, healing, pyrokinesis and generally powers just barely this side of omnipotence. Also you remain in control of this power rather than the other way around. Any feat by any Phoenix Force bearer using that power, you can replicate.

Puissance (-100 cp, free Panther) You once consumed a mysterious heart-shaped herb and ever since have been stronger and swifter than other men.

Respect (-200 cp, discount Panther) Odin claims the Panther was the first, and last, mortal man he respected as a true equal. Like him, gods and spirits and cosmic entities automatically respect you as a peer.

War-Chief (-400 cp, discount Panther) You know how to lead, both the tactics needed for raids and war-parties, and the ability to make men want to follow you and heed your commands.

Genius (-600 cp, discount Panther) In another age, you could compete with Tony Stark and Reed Richards. You have an uncanny intuition in how things may be improved, and learn with incredible speed. Doing complex math in your head, with numbers you invented, is no challenge. You are in many ways still limited by the resources and infrastructure not available in this time, but can push what does exist to the very limits.

Animal Rider (-100 cp, free Rider) The people called him the Rider, because they had never seen a man astride a beast before. You are naturally highly skilled in befriending, training and riding animals of all sorts.

Hellfire (-200 cp, discount Rider) You can conjure magical fire that sears the souls of the guilty, launching it as an attack. Channeled into an object or beast, the hellfire can enhance the subject in a variety of ways.

Ossomancy (-400 cp, discount Rider) The major thing separating the First Rider from his successors is his power to animate and control the bones of the dead, from forming a whip of spines to raising a skeletal army. This power is now yours.

Penance Stare (-600 cp, discount Rider) The ultimate power of the Rider. By making eye contact with someone, you can inflict on them all the pain they've ever caused in their existence. Only a true innocent, such as an infant, or a truly soulless being is immune. Whether or not the target is afflicted, you know what sins they've inflicted and what pain they have wrought after using this power on them.

True-Guesser (-100 cp, free Sorcerer) You have the particular skill of knowing the true name of any person or entity you come across. By itself, this gives you no power over them, but it's very handy for spotting imposters or freaking people out the first time you meet them.

Mind-Force (-200 cp, discount Sorcerer) The first magic, Arcanum Ego, involves awakening and harnessing your own spiritual energies. You are a skilled hypnotist, telepath and can astral project to explore the wonders of the multiverse. You have a strength of will and character that lets you endure such horrors and beguilements as you may encounter.

Stormcaller (-400 cp, discount Sorcerer) The second magic, Arcanum Eco, takes energy from the natural forces and elements to shape the same. You can command fire, divert rushing rivers, summon or scatter storms and call down the lightning. Your skills in elemental magic are peerless in scope and reach, speed and versatility. Men have been worshiped as gods with far less cause.

Jovial Jumper (-600 cp, discount Sorcerer) The third and final magic, Arcanum Exo, is the summoning, banishing and treating with spirits. Agamotto eventually becomes All-Seeing Agamotto, one of a trio of benevolent spirits called the Vishanti, along with Omnipotent Oshtur and Hoary Hoggoth. Spirits and eldritch beings regard you well, and are happy to do you small favors or make bargains weighted in your favor, or let you invoke their names.

Cosmic Awareness (-100 cp, free Starbrand) You are keenly aware of exotic energies and threats to the universe, what Captain Marvel would much later dub the Cosmic Consciousness.

Branded (-200 cp, discount Starbrand) You have the base powers of the Starbrand. Flight, energy blasts, tremendous strength and resilience to match the likes of Captain Marvel or Nova in another age. Speaking of age, the bearer of the Starbrand doesn't and their lives can stretch for eons.

Matter Manipulation (-400 cp, discount Starbrand) The most versatile power of the Starbrand, you can transmute and reshape matter, to the point of conjuring small living things, or raising a seawall in moments.

White Event (-600 cp, discount Starbrand) Once per decade or Jump, whichever comes first, you can trigger a mass-empowering event granting superpowers to anywhere from 0.001-30% of the population of a plane, galaxy or plane, you choose.

ITEMS

Unless otherwise specified, all items can be purchased multiple times. Similar items, like weapons or jewelry, may be combined as well as imported items from previous Jumps.

Clothes (free all) Clothing suiting this period, from simple hides to the fine warrior's linens of Asgard or the vaguely East Asian trappings of the Iron Fist.

Stone Age Tools (-50 cp) Axe, adze, a primitive lathe, atlatl, knife, rake, spear, fishing net, and just generally a collection of primitive tools and weapons made from wood, stone and flint.

Skidbladnir (-100 cp, discount Asgardian) Made of thin planks, this longship has many convenient magics, such as shrinking down to a fist-sized toy, and able to sail the skies and the "sea" of space without any harm befalling the passengers. It can even cross the spaces between Realms to visit Asgard and Jotunheim.

Megingjord (-200 cp, discount Asgardian) A great golden belt, adorned with small circles, which doubles the strength, durability and powers of whomever wears it. Beware that you may be greatly weakened or pass out for several hours after removing this belt of strength.

Primal Force (-400 cp, discount Asgardian) Turns out Mjolnir isn't just an enchanted hunk of Uru on a stick. That star-forged metal was used to imprison the God Tempest, a cosmic and possibly sapient thunderstorm that nearly destroyed Asgard. You have an enchanted weapon containing a similar primal power, such as the Cask of Ancient Winters, or something else. The first dawn perhaps, or a primeval ocean. Whatever it is, you gain vast power over related things while keeping possession of this weapon, and it serves as an ideal conduit of your powers. It will also return to you if thrown.

Quarry of Creation (-600 cp, discount Asgardian) The graveyard of gods, full of the most fertile soil imaginable that could terraform a world with a few pounds of dirt. Trials may be taken here to gain divine or superpowers. If you can dig deeply enough, and overcome its Celestial guardians, you will find the First Firmament, source of Infinity Stones.

Weapon of Choice (-100 cp, free Iron Fist) A well-made weapon, perfectly balanced and suited to you.

Makes the Man (-200 cp, discount Iron Fist) You have a stylish open-chest outfit, which renders the wearer invulnerable to magical attack.

Cave of Shao the Undying (-400 cp, discount Iron Fist) A cave with an endlessly respawning dragon, giving the opportunity for the worthy to earn the Fist of Iron perk.

Eighth Hidden Heaven (-600 cp, discount Iron Fist) A city of martial arts masters, entirely self-sufficient and except for one day every seven years, hidden in its own pocket dimension, accessible only by a gate which admits only a few, with an entrance criteria you can select.

Bearclaw Necklace (-100 cp, free Mutant) An ancient tradition of men, this necklace marks you as a bear-killer, entitling you to some respect among hunters, and granting increased confidence.

Wolfpack (-200 cp, discount Mutant) A large pack (say about thirty) of wolves who regard you as one of the pack. They can always find food for themselves without devastating the local ecology.

Seed (-400 cp, discount Mutant) A puzzle box of a strange, nearly indestructible metal. This contains the genetic material of the butchered population of Genosha, far, far into the future, sent to the distant past to give them a fair chance at a fresh start. You could clone an army of mutants, or study their unique characteristics.

Ship (-600 cp, discount Mutant) In a distant future age, En Sabah Nur would find a starship of the Celestials, possibly dating back to this era, and make much of the secrets and power within. This ship is now yours to do with as you please.

Panther's Claws (-100 cp, free Panther) A set of literal panther's claws, set in a glove that you might rake things with your hands.

Idol of Bast (-200 cp, discount Panther) A stone statuette of a cat, sanded smooth. Brings good luck and sometimes in moments of need, guidance via a spiritual vision quest.

Heart-Shaped Herb (-400 cp, discount Panther) A field of the same herbs that empowered the first Panther chief. Great for empowering others.

Vibrating Ore (-600 cp, discount Panther) A heap of thirty tons of metal that absorbs literally all forms of force or energy and has near-infinite applications. Regenerates weekly.

Hellfire Weapon (-100 cp, free Rider) A weapon well suited to you, enhanced with hellfire, you can control it astonishingly well and summon it to your hand.

Pact (-200 cp, discount Rider) You didn't get nothing for your soul, did you? Once per Jump you may request a small-to-medium favor such as healing a dying woman or removing a plague, and be answered. This cannot effect an area larger than a medium town.

Mammoth Friend (-400 cp, discount Rider) A mammoth has taken you as their friend, this giant is gentle but fierce when provoked, and you can share any of your perks and powers with it.

Gate Above & Below (-600 cp, discount Rider) You know of a hidden cave which can lead to the celestial and infernal realms. In future Jumps it will have connections to any afterlife or associate dimension.

Familiar Spirit (-100 cp, free Sorcerer) A little immaterial helper who can sustain minor workings, help ease the load of more complex sorceries and advise and teach you. Also makes a fantastic spy.

Notes of the Vishanti (-200 cp, discount Sorcerer) Agamotto would one day, with two friends, pen the ultimate tome of white magic. These scrolls are not that, but they do contain surprising insight, perspective and trivia that would transform any caster's understanding of the art, and a decent collection of spells and rites. More, in each new world it updates with information on the local magic systems.

Black Mirror (-400 cp, discount Sorcerer) A hand mirror that allows the user to peer into, and travel between, other times, realities and dimensions, from chaos spheres to nightmare realms, the Dark Dimension, and more.

Serpent Crown (-600 cp, discount Sorcerer) A crown for the Serpent-Men of Set, this snake crown vastly enhances the psionic and personal mystic power of the person wearing it.

Mark (-100 cp, free Starbrand) You have a glowing tattoo of your own design that vanishes or goes dark at your will. At the very least, it's an identifying mark that is really, really hard to fake.

Superflow Station (-200 cp, discount Starbrand) The Starbrand is tied to the Superflow, an abstract realm of thought and information. This terminal can be used to communicate through it, to try and access the information within or more simply, as a teleporter.

Lesser Brand (-400 cp, discount Starbrand) You may give people a lesser version of the Starbrand with 5% the powers of the original.

Eden (-600 cp, discount Starbrand) Your very own paradise! Teeming with life, some preserved from the time of Dinosaurs. You may design whatever fine details you like, and whether it is open or concealed from the world.



FRIENDS

Some Assembly Required (free) If you can convince any of the locals to come with you, be welcome to.

Old Times, Old Friends (-50/variable) You can bring any number of friends from your Earth of origin or your travels with 800 cp of their own to spend. Fallen Companions are reborn in two weeks. Companions such as these cannot take drawbacks for more points. However, for every extra 50 cp you spend here, all your companions get an extra 100 cp to spend.

DRAWBACKS

Filming an Insurance Commercial (+0 cp) You may supplement this Jump with any other Marvel Comics Jump, whether that means adding your purchases to that Jump, or bringing future powers and technology back here. Keep the points pools separate and do not think to outrun your drawbacks.

Yabba Dabba Do! (+0 cp) You can supplement this Jump to any other prehistoric one, such as Prehistoric Earth, Chronicles of Ancient Darkness, the Flintstones, etc. Even Dr. Stone, for aesthetic reasons. This may mean introducing the characters and situations of that Jump in this world, or you just skip off to theirs with your purchases. Keep the points pools separate and do not think to outrun your drawbacks.

Brutish (+100 cp) Forget the Exotic perk, you are strange and hideous to the eyes of men, who will invariably reach for clubs and stones on a first meeting.

Stay a While (+100 cp) You spend an extra decade in this Jump. This may be taken up to four times.

White Gorilla (+100 cp) For as long as men have been taking the heart-shaped herb there has been another route to power. Slaying the great white gorilla and eating its heart, gaining its strength and resilience, the power and name of the White Gorilla. The White Gorilla of this generation is stalking you from the moment you first rise in this world, empowered by the heart he consumed, but with a human hunter's cunning.

Easily Lost (+200 cp) You have no native sense of direction, and a terrible memory for landmarks. Getting anywhere takes far longer than it should as you must cross your trail again and again.

One-Eye (+200 cp) Odin still has both his peepers when the team first forms, less so later, but you won't at all. Hope you never need depth perception or peripheral vision.

Outcast (+200 cp) Your tribe has cast you out. Others are generally suspicious of you.

Smells Good (+200 cp) Predators and monsters of every description are drawn to you.

Snake in the Grass (+200 cp) While men were marveling over flint and sharpened sticks, the Serpent-Men had a great kingdom, one which is irreconcilably hostile to you.

Brief Torch (+300 cp) Fire that burns twice as high, burns half as long. Your powers cause a great strain on your body, tiring you out and aging you prematurely.

Faustian Bargain (+300 cp) You are offered further points by the same serpent who empowered the Rider. Don't worry, though it hasn't become a cliche yet, he doesn't want your soul. He wants something more precious - your memories. You may dimly recall cities or cars, but you won't recall how to build any advanced technology, even so much as a catapult, beyond what the locals have. Any materials or books you bring on advanced technology are held in trust from you.

Filthy Deviants (+300 cp) This era was the height of the Deviants' empire, and their war with the Eternals. This partially subterranean race has sworn undying enmity with you.

Ice Age (+300 cp) You arrive in the period of glacial drift, when most of the world was covered in ice, and game and foraging were both scarce. Dress warm, Jumper.

Orphans, One & All (+300 cp) Like the Rider, Iron Fist and Starbrand, you get a family and beloved tribe on insertion, but will have to watch helplessly as they are all killed. Have fun dealing with the pain of that loss.

Sublime Shenanigans (+300 cp) So it turns out there's a sapient virus hive-mind infecting all terrestrial life, and it doesn't like you. All humans and animals instinctively distrust and dislike you. However they rationalize it, they will be as hostile to you as 20th Century humans are towards mutants.

Man of Wealth & Taste (+400 cp) Mephisto & his Red Court have taken a keen interest in you, specifically in arranging your corruption or otherwise tragic fall. They're a lot less experienced than they would be eons hence, but also far more creative and energetic. Best watch your back.

Need A Sign or Something (+400 cp) Normally, it would be thousands of years before the Kree would come to uplift primitive man into superhuman Inhumans to fight the Skrulls on their behalf, but since we're already playing fast and loose with the timeline we'll just nudge things forward a bit so you'll have to deal with the Kree at some point during your stay.

Timeslip (+400 cp) Doom invented a time machine, Kang considers himself the master of all eras but especially the easily conquered ones, and various people have gotten sent back to the distant past at various points. You will semi-regularly find yourself facing major villains from the distant future.

One Hand Behind Your Back (+400/600 cp) Lose any powers and perks from any non-Marvel Jumps. You retain knowledge and skills, as well as the Body Mod. For an extra +200 cp, 600 total, lose any Marvel-based perks and powers, and also Warehouse access and any previous Items.

First Host (+600 cp) Or is it the second? The Celestials have come to Earth and will destroy it unless you and the heroes of this time can prove your worth.

Mother of Storms (+600 cp) The God Tempest, a galaxy-sized storm, threatens all, unless you can somehow blunt her fury enough to bind her.

World-Eater (+600 cp) Your insertion has caused an unusual perturbation of space-time, and investigating it has brought the Herald to this world. Finding it full of life, but underdeveloped, he has summoned his master the World Devourer, Galactus. I hope dearly that you can flee or fight what's coming.

END

What Now? Will you return home, remain here, or move on?

Special thanks to Rater202 & Belial666.

The Avengers 1,000,000 BC first appeared in Marvel Legacy. They have since cropped up a few times in Avengers Volume 8, Avengers Forever, Avengers Assemble Omega, and once in King Thor.