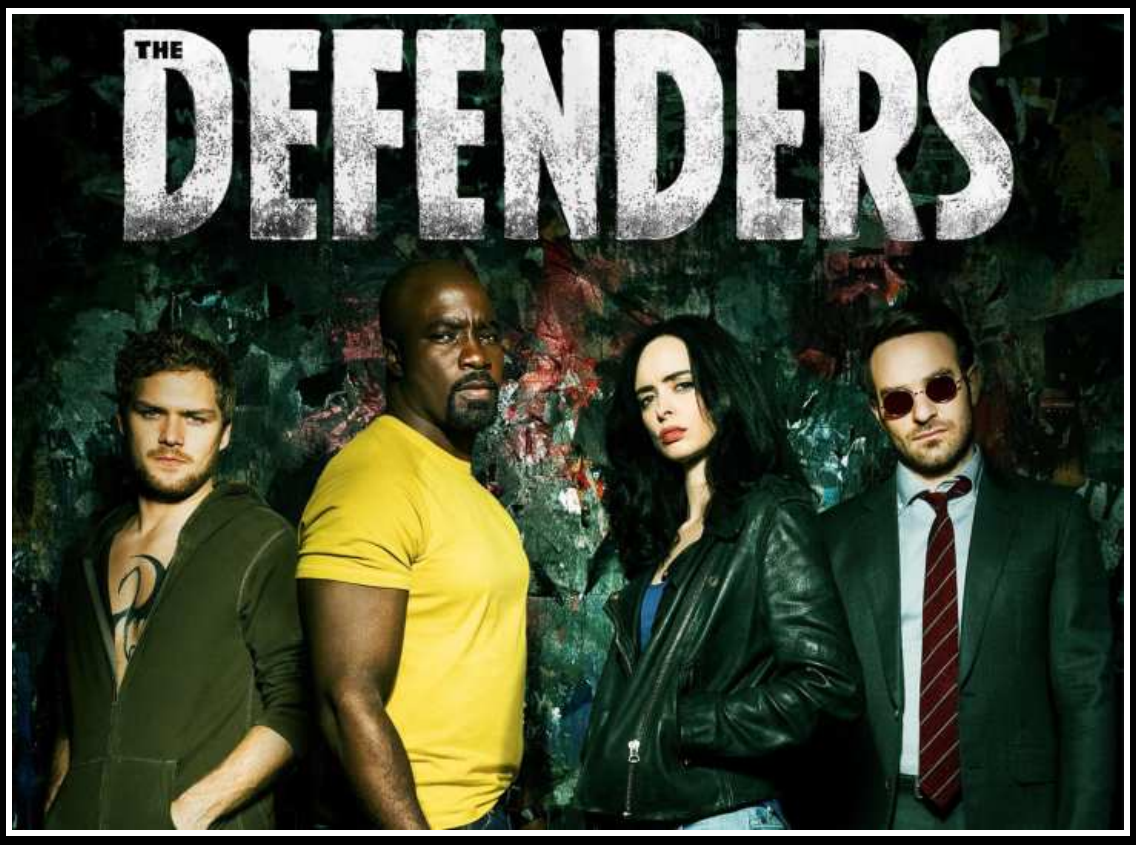


v1.0
by RikoIsLoveRikoIsLife

Introduction

Marvel's *The Defenders* is a Netflix miniseries created by Douglas Petrie and Marco Ramirez, which first premiered on July 31st 2017. Though the primary canon sources for this document begin with the Netflix show *Daredevil* created by Drew Goddard and first premiered on Netflix on April 10th 2015. The five shows linked directly to the main protagonists of *The Defenders*, those being *Daredevil*, *Jessica Jones*, *Luke Cage*, *Iron Fist*, and *The Defenders* itself will be considered the primary sources for this document, and their content will make up the bulk of it. The Netflix show *The Punisher*, and the movie franchise generally referred to as the MCU, will be considered secondary but still canon sources for this document, and content from them will be referenced and included, but not take precedence over the former. The last main Marvel Netflix show, *Agents of S.H.I.E.L.D.* will not be assumed as a canon source for this document due to lack of clear connection outside of affiliation to the MCU, and content from it won't be purposely added as a result, but you're free to personally treat it as canon for this Jump and adapt any relevant options for it.

By default this Jump starts when Matt Murdock decides to don a black mask and fight criminals, at the start of the first season *Daredevil*, but you may optionally start it anywhere between when Jessica Jones is recovering from her accident as a teenager and at the close of the final seasons of *Daredevil* and *Iron Fist*.

Gain 1000 CP

Starting Location: You may start anywhere that makes sense for your origin and time period, but if you want some suggestions, or to roll for whatever reason, options will be below.

- **1. Hell's Kitchen**
- **2. Harlem**
- **3. Rand Enterprises**
- **4. Midland Circle**
- **5. Alias Investigations**
- **6. Free Pick**

Choose your age, sex, and gender. The upper limit on that first one might be a lot higher than you expect here.

Origin

Your background in the Jump is whatever makes sense with the things you've purchased.

Perks

One **100 CP** perk in this section is **Free**, and one at each of **200**, **400**, and **600 CP** tiers are discounted to half price.

- **It's Patsy - 100 CP:** You're widely considered very conventionally attractive and have a skillful charisma that makes you seem genuinely nice and fun when you try. Getting a job as an actor or media personality would be easy if you have the right contacts.

- **Alias - 100 CP:** Perhaps not the kind you expect, you're actually a natural actor, able to convincingly improvise different voices and mannerisms while making up and keeping track of character names and backstories. Maybe one of the most important skills for getting the real story as a private investigator. At least a certain kind of one.

- **Big Man - 100/200 CP:** You're one tough son of a bitch, I bet you've been scaring people all your life. Your brute strength and durability is at the peak of human ability, able to overpower even most fit grown men with one hand and treat heavyweight punches like light jabs, you epitomize the typical action hero. Size is technically optional but it would give you more reach and weight to throw around.

  For **200 CP** this is more like comic book peak, you're no supersoldier but you'd likely be banned from the unpowered olympics with the way you toss people around like rag dolls and break chunks off concrete. You might be better pit against a great ape than other human fighters.

- **A Really Good Lawyer - 200 CP:** You're an actual lawyer, with a license and all. You're at least decently proficient in all areas of the profession, whether criminal or civil, trial or discovery, or anything else. You specialize primarily in one area however, in which you're among the very best, you could be a partner at a big firm easily if you wanted.

- **Artist - 200 CP:** Both directly and less so, you have an eye for a visual artistic medium such as painting, and a good amount of experience using it. You might be able to make a living this way with the right contacts, but more importantly you've turned this talent to a more niche medium. Fake IDs and other documents, you can make them well enough to pass any inspection as long as the person doesn't already know it's bullshit for one reason or another (like knowing the real identity of the person pictured).

- **Night Nurse - 200 CP:** You might not be a doctor but you've clearly worked alongside a good number of the best of them in various positions, or perhaps you were extensively trained by the military, or something else. Whatever the case, you have a deep comprehensive knowledge of first aid and personal care, and plenty of experience using it, you'll even find it easy to adapt this knowledge and find ways to treat patients that… aren't quite normal you could say.

- **Holistic Medicine - 200/400 CP:** You're a well trained herbalist with knowledge of plants both exotic and mundane across the world, and many applications for them beneficial and otherwise. You're an expert in raising and caring for them and know how to treat many common illnesses and injuries, with your concoctions serving as well as modern pharmaceuticals or better in some cases. Of course if you were inclined you could just as easily concoct poisons.

  For **400 CP** this knowledge goes a bit beyond these mundane applications, you know the principles behind many alchemical concoctions, such as instantly paralyzing powders or even using something like nightshade to draw out an unnatural amount of latent power from someone's body to heal deadly injuries, or do a bit more.

- **Ace - 200/400 CP:** You've been trained extensively in a militaristic fashion, whether by the marines, the police, or just an overbearing veteran. You're among the best in the business, easily earning a spot in the best squads around, with well rounded and in depth training in firearms, knives, grappling, and other mundane weapons and martial arts. You could be called the best on a mundane Earth.

  For **400 CP** this goes a bit further, you absolutely are the best, at least within your area of expertise. Your general training and experience is much more expansive, enough to stretch belief on a mundane world, but especially in terms of a particular category of weapon or combat style your skill and instincts seem supernatural to any reasonable person. You might be *the* sniper, able to hit with impossible degrees of accuracy for your weapon under nearly any conditions, even when ricocheting off other surfaces. Outside

of SHIELD, Hydra, or someone of a mystical persuasion you'll likely never find a match in "unpowered" combat.

- **Investigative Insight - 400 CP:** You know people, you've watched them, and as creepy as that sounds you've really learned quite a lot. You can easily come to understand and guess someone's habits by getting a read on them, it might be where they'll go at a certain time, how they'll respond to a certain approach, even their passwords. You're not infallible, you have biases like anyone else and it's not impossible to get a bad read, but you know the habits you need to follow to get good information, to tail your targets, assemble a profile, and uncover the dirt.

- **Family Situation - 400 CP:** You contain unique genetics that hold the potential for incredible abilities, what these are can vary a lot but assume any method of gaining power that only works for a small portion of the population includes you among them. This trait will be passed down to your descendants who retain the potential to gain any kind of power you possess, though they're not guaranteed to manifest exactly the same and may be weaker.

- **Armorer - 400 CP:** Engineering, blacksmithing, mechanic work, material science, you excel in these areas, even if you may not be so proficient in others. You could give any mundane craftsman working in those fields a run for their money, but what you truly specialize in is bringing them all together. You can design and build robust and highly functional mechanical devices and weapons with ease, and more notably you've recently worked out a process that can make even otherwise normal materials into exceptionally durable metamaterials, resisting cuts, piercing, great impacts, heat, even electrical discharge to an impressive level. If fashioned into proper body armor it might be almost as tough as **Power Man's** flesh, though that wouldn't stop 100% of the force so be wary of the soft squishy flesh that might be underneath before you try to tank everything.

- **Touched by the Hand - 400 CP:** You died, thankfully you got better. You've been treated with an alchemical mixture including the bones of immortal dragons. As a side effect your lifespan is effectively endless and you'll never die of natural causes or mundane diseases, common toxins and concerns for food or air don't threaten you either. You're essentially a chi powered zombie, and if you're killed again somehow you'll manage to recover in the same way, though this will temporarily exhaust the power of this treatment and you'll lose most of these benefits until 10 years have passed or your next Jump starts, whichever is sooner.
  (the drawback Enemy of K'un-Lun becomes mandatory for 0 CP)

- **Chi Arts - 400/600 CP:** You're a warrior trained in the mystical lineage of K'un-Lun, the Hand, or something similar. At its most basic this means that you've been trained to be a world class fighter with a variety of martial arts, old fashioned weapons, and parkour. More notably you've been taught the basic principles of how to center and tap into your chi, which can be used to enhance your physical abilities, aid recovery of health and

stamina, and much more with enough training. Right now when properly centered you can enhance yourself enough to take yourself to peak human in all categories, or a bit beyond if you're already impressively fit. The potency of your chi is related to the strength of your lifeforce and your skill in using it, and eventually you'll be able to do far more if you continue training.

For **600 CP** you've already nearly mastered this art, comparable to the ageless founders of the Hand themselves, you can easily maintain slightly beyond peak human abilities when fighting, and know a variety of other small tricks and fundamental principles to chi use. Most notable though is a special chi technique you've developed that is undeniably supernatural to even the most stubborn deniers, and undeniably powerful. It might be a wave of force that can push or pull people and heavy objects across a room, pressure point attacks that can take down even super tough opponents, nearly **Daredevil** level senses, or perhaps a mimicry of one of the **Iron Fist's** powers such as its healing touch or unbreakable punch. You may start knowing additional techniques for **100 CP (undiscounted)** each.

- **Shady-Ass Doctor - 600 CP:** You're an expert in the field of medicine across a broad variety of specialties, whether pharmaceuticals, surgery, home health, or something weirder you can diagnose and treat ailments of all sorts with the best of them. More importantly though is your cutting edge knowledge of genetic editing, using your treatments you can solve problems thought impossible by modern medical science and save lives thought surely lost, and even more impressively if an individual holds the dormant potential for some form of unique capabilities, as you'll find some small portion of the population always does, then those can be awoken in them with your treatments.

- **The Big Bad Punisher - 600 CP:** You're an avenger, the serious obsessive and unstoppable kind, not the heroes, you're no hero. Within you is a core of sheer malice and fury, an endless well of spiteful rage. If you have a clear goal that can be solved with violence you won't be stopped by exhaustion, not by hunger, not by pain, not by blood loss or crippling injuries, and certainly not by guilt over the scum you put in the ground.

  Are you technically still alive? Are your pieces mostly still together? Then you still have a job to do and they'll be lucky if you stop for a breath. In fact these moments are when you're stronger than ever, ears ringing, blood singing, surrounded by ignorant corpses. If your revenge is "justified" you might even find fate itself throwing you a bone occasionally, an opportunity to get out of any situation and get your vengeance, if you have the guts to take it. Say about once a Jump or every 10 years.

- **Paragon of Mental Health - 600 CP:** It takes some kind of crazy to be a hero, a real hero. Not just some moralizing asshole who can look pretty for a camera, but someone who will step up day after day to fight their demons and everyone else's. That's a kind of hero that can't hide behind mean words or a bad attitude forever, however you might act those closest to you know better, and just knowing you shines a light on them that

inspires them to be better than they are. You might stumble, even fall for a time, but a true hero's heart never dies, it's incorruptible and even under total mind control when push comes to shove that heart will beat the odds and free them forevermore. When you're truly trying to do the right thing, a miracle might occur to ensure you get the opportunity, but don't expect it more often than say once per Jump or every 10 years.

Powers

Of course you're not expected to enter this Jump as a normal human, though they can still get pretty far around here. If it's purely aesthetic feel free to modify these as you wish, they can all be trained up to a degree and combinations are to be fanwanked responsibly, assume you won't break the setting as a whole at least. Everyone gets one floating discount for this whole section, an additional one discount for each subsection is granted if you have the perk they're named for, discounts don't stack.

Family Situation Powers

One discount with the **Family Situation** perk.



- **Mind-Wave - 200 CP:** Like Erik Gelden you can feel the darkness in others, evil, as defined by you. This manifests as an irritation that can grow into painful headaches or even physical distress if severe enough. By considering the nature of the feeling you can determine how severe the darkness in them is, as well as their distance from you. Those that lack any guilt for their darkness give you the impression of a dark void, lacking humanity.



- **Jewel - 400/600 CP:** The focus of your genetic potential was feats of strength and athleticism. Like Jessica Jones you possess incredible strength, agility, and healing ability. You're strong enough to casually halt and lift cars, large pieces of rubble, and tear steel with your bare hands, even moving large buses and comparable objects when pushing yourself. You can act with leverage comparable to your strength when applying it, but when attempting to jump you can propel yourself through the air with greater velocity and control than even your strength would imply and never suffer from a fall to the ground, leaping to the top of large buildings easily and seeming nearly weightless with practice.

  You aren't immune to gunfire or blades, but you are tougher in general than a normal human, especially in terms of blunt impact, electrical discharge, and toxins, you can treat normally lethal amounts as painful irritants and take the same hits you can dish out. When you *are* injured you recover far faster than any normal human could hope to, and while you might not call it true regeneration you'll likely never need to worry about physical therapy or skin grafts, things like broken bones and deep cuts may heal in hours or days at worst rather than weeks or months. Even if you live an incredibly unhealthy lifestyle you'll remain in better shape overall than the average healthy adult, even missing non-fatal organs won't slow you down that much.

  For **600 CP** these abilities are even greater, closer to Jessica's mother. Your strength compares to what was previously described as an adult's does to a child's, you can easily handle with one hand what they would struggle to move with both, even large vehicles can be moved aside with little effort. You'll also find yourself noticeably tougher, though not quite to the same extent, maybe twice as much.



- **Power Man - 400/600 CP:** The focus of your genetic potential was survivability and sheer toughness. Like Luke Cage your outer skin and muscles are tougher, and when taut harder, than any natural substance on Earth, even diamond, and the rest of your body isn't that far behind. You also possess strength and healing capabilities similar to **Jewel**. No normal material can scratch your skin and you can seem nearly immovable when standing your ground, even impacts like heavy gunfire, small explosions, or a van crashing into you hard enough to wrap their engine around your torso, won't move you an inch when you're prepared for them. However there are supernatural weapons in this world and others that can pierce your skin, and even without them your insides are softer than your outsides and the right attack at the right place and time can hurt you, thankfully you recover quicker and better even without medical care than any normal human could hope to with the help of an emergency room, and if you do have decent care serious debilitating injuries can heal within hours, and potentially lethal ones within days at worst. This also ensures that even with a sedentary lifestyle you're fit enough to compete in nearly any sport you want.

  For **600 CP** these abilities are even greater, your skin and muscles are so tough and hard that alien metamaterials and scifi weapons that could punch straight through what was previously described can't even scratch you. You're unfazed by large explosions and intense flames, could easily contain an exploding frag grenade in your hands without flinching, and can even survive holding your breath longer than humanly possible and fight off alchemical paralytics with some effort. Your general health and fitness has also gone up, you might not be Captain America but even without any training you can match and beat almost any physical human feat.



- **Hellcat - 400/600 CP:** Your genetic potential focuses on dexterity and feats of skill. Like Trish Walker you have incredible reflexes and agility, along with enhanced senses and inhuman muscle memory. Your balance, flexibility and precision are all unmatched by

normal humans, and you can perform incredible feats of parkour and agility with little training, including rapidly climbing walls and softly landing from any height like Jewel, though without the big hops. Your senses are keener than naturally possible, most notably perfect darkvision. Your body is incredibly responsive to training, picking up any skill in a small fraction of the time of even legendary talents, and your body can build up to and maintain peak human or a little beyond abilities in every other area with remarkable ease. In time even (mundane) world class fighters will seem like slow, clumsy children against you.

For **600 CP** these abilities are even greater, Spider-Man might get concerned you're stealing his shtick. During intense situations normal humans will seem like they're moving in slow motion, while your own movements will blur in their vision. Your jumps are several times greater than a normal human's, though still inferior to **Jewel**, but your climbing defies explanation, your hands and feet can easily cling to nearly any surface and crawling across ceilings or running along walls would be easy. Your senses even unconsciously aid your reactions and instincts in a way that seems almost precognitive at times.



- **Whizzer - 400/600 CP:** Your genetic potential concerned itself with only one thing, speed, running away mostly. Like Robert Coleman you possess unnatural speed, which performs best when your adrenaline is pumping. In short bursts you appear to nearly teleport to normal people, traversing long hallways in less than a second or moving to the other side of a room in a blink. Over distance you can easily outpace cars if nothing gets in your way and even if you're in terrible shape you have the stamina to keep this up much longer than a normal fit person can. Your reflexes are superior to a normal human's but don't nearly compare to your speed except when you're actually moving at that speed. You don't suffer any consequences from this speed even when grabbing or hitting things at it.

  For **600 CP** your max speed can be maintained much more consistently and your reflexes more easily engage with any stressful or surprising situation, making everything seem to slow around you. You'll likely never be winded and your enhanced metabolism will help your general fitness maintain itself similar to **Jewel** and **Power Man**, though you lack healing nearly on their level.



- **Bushmaster - 400/600 CP:** The potential revealed in you, while still incredible, is much more general and unfocused, with strength, toughness, and agility beyond humans but not quite to the extent of others here, a good mix for an acrobatic but very direct and brutal unarmed fighter. Like John McIver you're nearly strong enough to match **Jewel**, smashing through metal objects and most walls, tough enough to trade blows with **Power Man** for a while without falling too far behind, even most blades and small arms fire only leave small flesh wounds unless they're special. You heal as well as either and are agile enough you might just barely keep up with **Hellcat**, at least if they're poorly trained. If you can leverage these abilities well you'll likely beat any of them of the same tier, but you'll lose out in the areas they specialize.

  For **600 CP** Your strength, agility and reflexes are increased similar to the higher tiers of **Jewel** and **Hellcat**, but you still fall slightly behind them in those aspects if directly compared. You might be able to fist fight Spider-Man if you tried, though he'd likely win if he stopped holding back.



- **Kilgrave - 400/600 CP:** Your genetic potential has taken a rather peculiar form, one of command. Like Kevin Thompson, your body constantly emits a viral compound that can infect even those with supernatural constitutions, it can spread to people about as far away as the other side of a large room. When anyone so infected hears a command from you they will mentally and physically carry it out to the best of their ability. You can't alter memories in this way which can make covering up what you've done difficult, but you can compel emotions, actions, and reactions, even setting triggers or conditions for

their activation. The main drawbacks are that people will interpret your commands as literally as they might naturally be inclined to unless you make your intentions clear in your wording, and others could potentially help them fulfill your commands in an easier way by helping them fulfill a different interpretation. The effects also only last about 10-12 hours once they've left your vicinity, you'll have to come in contact again within that time or they'll be set free.

For **600 CP** this power doesn't stop there, with time and use the area it covers and the time it lasts will continue to grow, eventually it could fill entire large buildings and last 24 hours or more. Who knows where it'll end?

Chi Art Powers

One discount with the **Chi Arts** perk.



- **Black Sky - 400 CP (requires Touched by the Hand):** The bringer of shadows. Very rarely a special sort of child is born, one with near endless potential and an unmatched talent for killing. They can be identified by their combination of legendary talent for fighting and a lack of regard for human life even as a child, finding it hard to feel guilt for killing even with outside help, unless they hold a strong personal relationship with the victim. Secret power dwells within them that is awoken once they are revived from death, and one of them is said to be who will lead the Hand. You are one such individual.

  You possess strength, toughness, reflexes, speed, and instincts similar to **400 CP Jewel**, **Hellcat**, and **Whizzer**. Any skill related to fighting, unarmed or weapon based, can be picked up masterfully as fast as though you were merely remembering what you already knew, and even the **600 CP** tiers of those mentioned would have little chance against you 1v1. This can be refined with training in more ways than one, not only gaining skill but your body responding exceptionally well to **Chi Arts**, properly trained you could take on a whole team of powered individuals like those mentioned above.



- **Iron Fist - 400 CP:** The Immortal Iron Fist, defender of K'un-Lun, enemy of the hand. Within the hidden mystical world of K'un-Lun a champion is chosen from the greatest warriors of a generation, this champion will face the great dragon Shou-Lao and upon defeating him and plunging their fist in his molten heart they will bear his mark and carry the power of the Iron Fist. This power is more literal in some senses and less in others, at its simplest it imbues you with the potent chi of Shou-Lao which you can instinctually call to your dominant hand to turn your fist into a powerful and seemingly invincible weapon.

  The potency of it depends on the strength of your chi and your skill in wielding it, it can be exhausting for young warriors but may allow them to strike with enough force to shatter steel, blow away walls and thick gates, knock back large groups of people, and shake foundations. Even **Power Man** would need to be prepared to receive a hit from a young Iron Fist. For the more skilled and experienced destroyer of the Hand they will find that they can easily call this power to any of their limbs, even multiple at once, and use it repeatedly if not continuously without exhausting themselves.

  In time the fist can be useful for far more than just a blunt instrument, the user can learn to heal wounds and cleanse illnesses and afflictions in themselves and others, apply the fist to weapons including projectiles, empower their general **Chi Arts**, and likely much more. It can also be passed onto others and eventually you will recover the power if you do so, at least in time for the next Jump. Will you simply be a flame meant to destroy K'un-Lun's enemies? Or a light for those trapped in darkness?



- **Daredevil - 400 CP:** Within you is the potential for inexplicably amazing sensory powers, whether awoken through a tragic accident or training. Like Matthew Murdock all of your senses are massively beyond human limits, and can be refined further with training. Your hearing is great enough to clearly make out a heartbeat from the other side of a crowded courtroom, your sense of smell can identify someone's cologne from outside the building and on a different floor, or make out precise intimate details from prior days if they're beside you, touch can tremorsense and feel movement from changes in air pressure, sight might outmatch high end cameras on all levels.

  These senses can make up for the lack of each other nearly entirely, lack of sight would have you see the world as a detailed projection of echolocation, though totally lacking color, and lack of hearing would see you clearly making out sounds through the vibrations reflecting off of what you touch. Someone would need to know the future to have a better read of the situation than you even on a bad day, and your balance and reflexes make great use of this information.

Items

One **100 CP** item in this section is **Free**, and one at each of **200**, **400**, and **600 CP** tiers are discounted to half price. Items come with the information and some of the basic supplies needed to maintain them, someone with the right crafting skills might be able to replicate them using this. They may also be freely imported/combined insofar as it logically makes sense. Discounts don't stack.

- **Papers - 100 CP (Free Artist):** Documents confirming your identity, or rather an identity with your face attached. Enough to cross most borders and start a new life somewhere quiet. Won't fool someone who knows your name and face well obviously, but you'd be surprised what people could overlook with just one or the other.

- **Cruddy Apartment - 100 CP:** A small apartment that can comfortably house one person, or a couple uncomfortably. It's undesirable for some reason, whether because of

the location, neighbors, or perhaps the view, so the owner and city are willing to overlook you living here. You could easily use it to hide out, or hide someone else, and no one would know unless they followed you right to it.

- **Nightshade - 100 CP (Free Holistic Medicine):** A subspecies of atropa belladonna, a plant native to Jamaica in this setting which can serve as either a poison, or a blessing in the right hands. You have one small potted sprout of it, it'll manage to grow and live here due to alchemical properties in the soil you don't fully understand, otherwise it will only grow true within Jamaica. When prepared properly it can aid in the recovery of injuries, and draw out latent power from the body. But be warned, Nightshade doesn't give. Nightshade reveals. It's much like a fast acting supernatural steroid that can temporarily increase the user's performance, and bring out any special abilities within them, but extended use will poison the body, it must only be used occasionally and in small doses or it could weaken and then kill you.

- **Nice Suit - 100/200/400 CP (discount Armorer):** An iconic outfit that will be recognized almost immediately by anyone who knows about you, it could be a painted paramilitary outfit with a mundane bulletproof vest, an actual suit and tie, or even something as simple as a certain jacket and jean combo or common hoodies full of holes. You have a closet full of them in case something happens and always manage to get your hands on more when you need to.

  For **200 CP** this can start to resemble something more like an actual super suit, and comes with some simple but robust and effective mechanical weapon like a detachable grapple stick, or a set of well balanced knives that don't lose their edge easily. More importantly it's all constructed from supertough metamaterials such as described in **Armorer**, even thin cloth-like portions will prove fairly resistant to blades and small caliber firearms, but will wear down quickly and let most of the force through compared to thicker and less flexible padded areas.

  For **400 CP** this suit has been customized with Hammer Industries (or similar) tech to function much like the one Diamondback would use in an attempt to kill his brother, Luke Cage. It still doesn't quite block all the force it can take from affecting the person inside, but what it does absorb will help keep its battery running for the duration of a fight, throwing all that aggression right back at the attacker. Fully charged it makes the user nearly as strong as **Power Man**, the perfect tool to even the odds if you can use it right.

- **Combat Enhancers - 200 CP (discount Shady-Ass Doctor):** Created by IGH or a similar company, these drugs temporarily enhance the body's metabolism and induce a state akin to a constant intense adrenaline rush, leading to notably increased physical abilities and reflexes, especially peak human or a bit beyond strength and healing fast enough to recover from small injuries overnight, as well as a greatly dulled sense of pain.

They seem to last for at least a few hours at a time and come in two forms, a package of 3 kinds of pills, and a simple inhaler. The pills include red ones, which induce the state, white ones that can maintain it, and blue ones that allow you to safely come down from it, if improperly used they can end your life and they lead to highly erratic and aggressive behavior due to the rapid shifting of adrenaline. The inhaler is more simple and stabilized, letting you keep your mind mostly in order, though with a slight high, however it can prove highly addictive for some people.

You have a great enough supply of both for active use for a couple weeks, but this is ill-advised. Continuous or even just long term use can lead to serious organ damage as the formula currently exists, and you can't exactly refill at the local pharmacy.

- **Helping Hand - 200 CP:** Produced by Rand Enterprises, or maybe Hammer Industries or just some backyard tinker. This is an artificial limb, either an actual replacement or simply something like a gauntlet or boot, it functions with similar if not somewhat greater speed and precision than the original in the former case (once you've gotten used to it). It's tough enough to take blows from most melee weapons and small arms fire without wearing down, and stronger than a normal human could hope to be, not necessarily equal to some of the powers on offer here but it could easily kill a normal human in a single punch/kick if you used its full force unrestrained. The construction somehow keeps concerns of backlash on your (possibly) squishy body from being an issue, additional limbs can be purchased for **100 CP** each.

- **Operations Van - 200 CP:** A beat up looking van that's maintained pretty well on the inside, the walls and windows have been reinforced against small arms fire and you could easily set up the back for whatever work you do, or use it as an improvised mobile home. You have the number of a shop that owes you a couple favors, they're willing to fix up or replace it for free to cash those in.

- **Mechanic's Shop - 200/400 CP (discount Armorer):** Literal or less so, this seemingly run-down building has all the equipment you need for metalworking, small scale construction, and general engineering within reasonable limits. There's more than enough scrap, spare parts, and miscellaneous chemicals to fuel most projects you could think of. You could also live here if you wanted, there's water and power, but I can't advise it.

  For **400 CP** this is expanded to something like a seemingly abandoned factory or a warehouse converted to function like one. If you have people to run it or manage to automate it somehow it can easily mass produce most basic goods, as defined by your resources and knowledge, or greatly speed up the construction of something bigger. It can be built to be largely self-sufficient, siphoning power and water from the local industry, or getting them cheaply out of your own pocket depending on other purchases.

- **Lots of Guns - 200/400 CP (discount Ace):** Enough firearms, pistols, rifles, shotguns and miscellaneous, to outfit a full paramilitary squad. Or one very paranoid bastard. A box of Ka-Bars goes without saying. They each come with a couple boxes of ammunition and a bulk discount with a local store.

  For **400 CP** this is enough to make the average prepper blush, at least one man-portable firearm of every size that has an ammunition type to match it, with enough rounds for each to last a few standard engagements with just one of them. Even an RPG-7 and one crate of frag and stun grenades. You're ready to outfit your own small army, or wage a war all on your own for years without resupplying.

- **Homeland Helicopter - 400 CP (discount Ace):** A government issue helicopter such as those used by Homeland Security in this world. Able to transport a small team of people, cover vast distances faster than any car could hope to, and with a high power floodlight installed on the front. Most civilian helipad personnel will be willing to maintain and refuel it for free without asking questions, but this relies on your anonymity unless you *actually* have permission to be using this.

- **Judas - 400 CP (discount Armorer):** Hammer Industries managed to make something else decent too, constructed out of metamaterials made using scavenged Chitauri technology, these bullets are more effective than anything manportable you'll find on a mundane Earth. They feature a focused drill that grabs onto and burrows into the target, and contains a concentrated explosive charge that can turn ordinary men into chunks and spread their high-tech metal shrapnel. They can even hurt a **Power Man (400 CP)** almost as well as a hollow point on a normal human.

  You start with a full magazine of them for any single firearm you own, and a crate of cheaper, more mass manufactured versions for whatever firearms you want that can't pierce or explode as well but will still be harmful and potentially deadly to less durable opponents than described.

- **Ancient Scroll - 400 CP (discount Chi Arts):** A record of techniques from K'un-Lun or a society with similar knowledge of chi. It contains knowledge of how to learn and teach **Chi Arts**, including hints towards some more advanced techniques. Chief among them is a ritual that with the right supplies could allow one to steal the power of an **Iron Fist**, or something similar.

- **A Living - 200/600 CP (discount Touched by the Hand):** This is a small business under your ownership, it might be a PI office, tiny law firm, barbershop, holistic medicine shop such as Mother's Touch, or even just a funding/media program for heroic activity. It brings in enough cash to keep yourself and maybe a couple dependents living semi-comfortably, and has at least one loyal employee that can oversee most of the day-to-day for you. It can also serve as a decent living space if you need it.

For **600 CP** this is something much more, a Fortune 500 company you have a solid legal place as the owner and majority shareholder of, with a loyal board that can completely oversee its function with little to no input from you. With this you have more disposable income than most companies make in yearly profits, and access to cutting edge research into whatever your company focuses on, whether it be a competitor to Rand itself or perhaps an automotive company or anything else.

- **Experimental Clinic - 400/600 CP (discount Shady-Ass Doctor):** This small medical facility under a fake name is within your full control. It has all the latest and greatest equipment of this era, which in the right hands could see dozens of people treated or saved every day. The centerpiece of it is a sci-fi medical device, whether it be some kind of multi-injector or fluid filled pod, which in the right hands can awaken the dormant genetic potential in others, or treat normally impossible to treat illnesses and save lives at and slightly beyond the brink of death. Supplies and utilities are cheap and discreet but you can get them completely free instead using a standing offer from local powers to dispose of unnamed cadavers, perhaps they'd even be useful to your research somehow?

  For **600 CP** this is an entire private hospital, or medical research center. It can be open to the public with a hidden portion for discreet research, like a private prison serving as a front for illegal research, or just entirely hidden from the public eye as before. Either way it has easy access to living patients, many of whom would never be mourned if the worst came to pass, and is well staffed by competent though not exceptional medical staff of various levels. At its center your experimental devices are being refined for a particular purpose, they can still easily solve desperate medical situations and awaken people's dormant potential, but you're specifically seeking to uncover the secrets of a particular condition. You may choose any one of the **Powers** discounted to **Family Situation** for this, the research isn't finished yet but with enough data from successful patients you could replicate those abilities in anyone, though they'll always be inferior compared to what you could bring out of someone with the pre-existing potential.

- **The Substance - 600 CP (discount Chi Arts):** A resurrective elixir, formed from a mixture of ancient dragon bone and a great amount of human blood. This is not only the recipe and ritual needed to make it, but a supply of dragon bone that could last a dozen resurrections. When used on a recently deceased corpse their body will repair itself and return to life, maintaining eternal youth afterwards, and allowing them to revive a couple more times before exhausting this power fully. However it won't fully remove scars, and extensive enough damage if not fixed immediately, such as decapitation, or general rotting, can make a body incapable of returning this way. It can also cause mental instability when reviving some people multiple times in short succession, eventually leading to insanity.

Companions

50-100 CP discounted is **Free**, **CP** can be donated 1:1 to any companion. Fluff details and things like gender can be modified as you see fit, they're there to supply a base, but the mechanics are what you're charged for. Existing companions may be imported into any purchase in this section, everyone gets one floating discount for this section.

- **Defenders - 50/200 CP:** You can create or import companions with the same discount options as default and **600 CP** to spend on themselves for **50 CP** each, or **200 CP** for groups of 8. They cannot buy their own companions, but followers are fair game.

- **Team-Up - Free:** Anyone and everyone you can genuinely convince may follow you out of the Jump.

- **The Lady - 100/200 CP:** Don't let her looks fool you, this fiery gal is one of the greatest engineers of our time, at least outside of people like Stark, she could find herself as an **Armorer** on just about any team she wanted. She does the work of expert mechanic teams by herself in half the time, and runs a successful business based on fast restorations. She can look after herself pretty well, even knock an unsuspecting **Big Man** off his feet, and mostly hangs out in the **Mechanic's Shop** passed down in her family, but when she travels she takes most of her tools with her in a big suped up truck that acts like an **Operations Van**.

  I couldn't tell you why she's decided to help you out, she's a bit rough and doesn't always respect personal space well, but that doesn't mean she doesn't tease her friends plenty, it just might be hard to tell when. More than anything she wants to work on something big, whether it's turning her family business into a large chain, or being part of a team that changes the world, she's got pride in the skills she learned growing up and people will appreciate them even if it's the last thing she does.

  For **200 CP** one day she slips up while poking fun at you and places an active circular saw on her hand, when the blade sparks and shreds itself instead of her flesh you find out that she's secretly about as strong and tough as Luke Cage. This allows her to do her work much faster and cheaper, with her hands serving the place of many heavy duty tools. She's not completely opposed to trying out the whole hero thing but she'd rather focus on her work so she'll leave that up to you for the most part, if you're up to the task.

- **Silent Knight - 100/200 CP:** Leaping from the shadows this dark figure dispatches grown men like children, wielding any weapon you see them pick up like an expert. What they can do with blades especially seems unreal. You can't make out much through the dark concealing costume they wear, and they've never spoken to you so it's hard to say exactly why they protect you, but they seem to understand what you say and they've never let you down so far. Their costume seems to absorb hits from most bullets fine and you've seen the knives they carry bite deep into steel without much trouble. Whatever happens it's like they're unfazed by pain, never exhausted, and ruthless in dispatching those who threaten your life.

Maybe you'll never find out why they care about you, or maybe you already know better than I do, but in time they'll seem warmer and easier to understand even without saying a word, and it seems like they enjoy this life at the very least.

For **200 CP** there comes a time when they jump on a grenade to save you, you fear for their life, especially when you turn them over to see the blood seeping through their costume. But there's not nearly as much as you'd expect, and in time you discover they could give Bushmaster a run for his money, even without their skills. I guess that explains some of the crazier things you've seen them do.

- **Hip Hop - 100/200 CP:** A social media influencer famous not just for their singing and dancing, but a gimmick of doing her videos in precarious spots such as the lip of tall buildings or the top of inactive construction cranes. She doesn't seem to care at all about the negative feedback she gets for it, and you sometimes wonder why she goes to the effort when she's talented enough to make it without the risk. Strangely, while she's not exactly a big girl she manages pretty intense positions in her videos without strain and doesn't have any trouble carrying a partner for duets, you've even seen her kick a mugger's ass with what looks like breakdancing before. She seems to have a strangely keen **Investigative Instinct**, is a great **Artist**, and looks good enough to make a living on that alone, but insists on pushing the envelope, doing more.

  She's more than willing to talk you up to her audience and pay you to help with filming videos, as long as you wait to show up until she's ready. If you work as some sort of vigilante you'll never hear the end of how valuable she thinks it is to your city, she'd start finding you leads on important criminals, even get you a nice apartment and cover your cost of living, probably insist on it.

  For **200 CP** you happen to arrive a little early when you've agreed to help film one of her videos, and you catch her casually leaping to the top of a four-story building like she's Jessica Jones. Turns out her hero obsession runs pretty deep for good reason, a long time ago she tried it out herself but she messed up something big along the way, she moved, even changed her identity, and decided she wasn't cut out to be a hero. But she never stopped believing in what they do, and couldn't completely abandon using her powers. With encouragement from you the world might see a revival of this musical heroine's career.

- **Pride of Hollywood - 100/200 CP:** World famous actor, champion fencer, perfect at nearly everything he does, this smug bastard is one of your best friends and he makes quite **A Living**. You can't remember ever seeing him fumble or misstep at a physical task in the time you've known him, and he makes no apology for it. Thankfully he manages to be as reliable as he is infuriating, and he looks like a wounded kitten while he tries to make up for it if you get truly upset. Licensed lawyer, registered nurse, does all his own stunts and maintains those skills off the set, he never looks down on you but it's hard for

anyone else not to measure you up short next to him, even though he's not exactly tall or stout.

As much as he might tease he truly doesn't see you as any lesser and thinks of you both as having each other's backs in life. He won't judge you or expect you to rise above and be something better, just support you in whatever you do as long as you maintain your friendship.

For **200 CP** you find something while picking up things from his house for him one day, a suit you recognize as belonging to a recently world famous burglar with mythical feats, a real **Hellcat** seen crawling up the side of buildings, leaping from tall windows, and taking out groups of guards with both hands full. When you confront him about it he seems unphased as usual, just smirks and asks if you wanted him to pick up anything in particular.

- **Master of the Arts - 100/200 CP:** There are plenty of places to train and workout around here, but finding the right one, especially for someone like you, can be a challenge. When you first came into this woman's **Dojo** you almost wrote it off, Tai chi and yoga run by a kind woman in her early 30's? But she claims to see something in you, and offers private classes after her normal work day is over, you give it a try.

  She turns out to be a much more skilled fighter than you would've imagined, and to your surprise offers to continue your lessons for free and even let you stay there if need be. Her methods can seem bizarre and old fashioned at times, but they always seem to work, even if you're a bit bizarre yourself. Occasionally she brings in equally strange sparring partners for you, old students she says, they fight harder than any thug you've met on the street.

  For **200 CP** you stumble across an old scrapbook while cleaning for her one day, it's filled with pictures of her with various figures, influential and unknown. The strange thing is they keep going back further and further, in date and picture quality, while she looks the same as now save for her manner of dress. The oldest one is almost indecipherable and dated to shortly after photography was invented. If you confront her with it she'll admit she's been a bit modest about her level of experience, and offer to teach you "real" martial arts. She has as much personal knowledge as any **Ancient Scroll** you're likely to find.

Followers

Not necessarily companions, but they may be imported in either direction if you want. Assumed to be new specific individuals in each Jump after this but that's at your own discretion. Much like **Companions** you're free to adjust fluff as long as it's mechanically comparable.

- **Professionals - 200/400 CP (discount Ace):** A group of thugs really, but loyal and good at what they do. Up to a dozen individuals fitting demographics of your choice, well trained (by normal standards) in modern fighting, firearms, knives, and even straight brawling. Why they work for you and how you pay them (if you do) I can't tell you, veteran criminals, paramilitary operatives, or actual military/police, they're decent muscle by local standards and they'll follow you to the end of the line. They can be equipped with **Nice Suits (100 CP)** of your choice, whether fancy tuxedos, swat gear, or matching costumes. They have **Lots of Guns** and a discrete outpost owned under a proxy so it can't easily be traced back to you.

  For **400 CP** this is expanded to a whole organization under your leadership, dozens of enforcers of basic ability as above, plenty of non combat roles to maintain operation, and outposts of various sizes around the region. About a dozen of them are experienced enough to be the **Ace (200 CP)** of a more traditional team, so you have plenty of choices for a right hand man/woman and bodyguards.

- **Dojo - 200/400 CP (discount Chi Arts):** Not so much a central location as a collective identity, a group that trains under you seeking excellence as fighters and guidance in life. There is an actual dojo that comes with them to train from, and for you to live in if you're desperate, but the location can easily be moved upon discovery or some other issue. They number around a dozen. How good your students are depends on you, none of them are quite your equal (or to whoever trains them), though the best could provide some challenge in terms of skill, ignoring any other factors. They always manage to get their hands on enough blades and other old fashioned fighting gear to keep them all equipped, and they'll gladly forfeit their lives for any causes you raise them too, whether it be "life" in the face of death, a holy crusade against darkness, or some other aim.

  For **400 CP** several of your best students run their own **Dojos** much like the above, funneling their graduates to a central location that can self sufficiently house several dozen of your followers. To them this is their family, their life, as fighting is their way of life. Criminals? Cultists? Your own fucked up personal army? Whatever others call them they're ready for whatever war you may have in store for them.

Drawbacks

There is no drawback limit, aside from sanity.

- **Is This Canon? + 0 CP:** I don't know, you tell me. Does Mariah Dillard look just like a woman who confronted Tony Stark about her son? Was New York recently attacked? It's up to you, you can also choose to treat this as a continuation or entry into any other MCU doc you've done. Fluff the timeline and background details however makes the most sense to you, including any option in the doc where you genuinely think I've inaccurately represented something.

- **Timeline + 0 CP:** As stated in the opening, you can adjust the entry time to anything from when Jessica or Luke first got their powers to the end of the last seasons of *Jessica Jones* and *Daredevil*.

- **Gauntlet Mode - 1000 CP:** Forfeit any powers or other advantages from outside the Jump save for your Body Mod, without the base **CP** allotment. For bragging rights or something. Any companions you import may still enter the Jump, but only with what the import gives them.

- **Rough Road + 100 CP:** You've seen more worse days than better ones, and it's not hard to tell. I won't say you couldn't be found attractive, but it would take a certain sort, you look like you were raised as a pit fighter and entered every war since you were born. This doesn't just cause others to regard you as a thug and judge you more harshly, but the scarring leaves you more recognizable to anyone who's seen your face.

- **Wanted + 100/200 CP:** The legal kind, you've been framed for a crime you didn't commit, if you give yourself up a good lawyer could have you out of jail in less than a year. Though the longer you wait the harder it'll be, and the more likely you are to slip up and actually commit a crime on the run.

  For **200 CP** you actually did commit the crime, and it was bad. They'll be coming for you pretty hard and the better you are at keeping away the more it'll escalate, before too long even the military could get involved. If you don't want to spend your time here either on the run or rotting in jail you better cut a pretty good deal with someone high up, without unnatural coercion.

- **Dead or Alive + 200 CP:** The illegal kind. You have a hit on you from a high ranking criminal, and it's worth quite a lot. All sorts of bounty hunters and enforcers will be coming after you, and you'll need to think twice before trusting anyone from that world. The only surefire way to get out of it is to kill whoever put the hit out, and anyone loyal enough to keep it up for them after they're gone.

- **Senseless Cruelty + 200/400/600 CP:** Whether from a mistake of birth, tragic accident, or act of malice, one of your 5 primary senses is not just useless to you, but actively irritating. The less vital the sense the greater the irritation, smell may permanently be taken up with dried blood and suffocating ash, touch might leave only the sensation of a confusing numbness. This may be taken up to 3 times, **Daredevil** may compensate somewhat for it as in canon but not completely negate this.

- **Not Like You + 200 CP:** Enter the Jump with no powers or other advantages sourced outside of it save for your Body Mod, like **Gauntlet Mode** with more **CP** and less bragging rights.

- **Just Like You + 200 CP:** Enter the Jump without anything purchased from the **Powers** section of this Jump, until it's over at least.

- **Enemy of K'un-Lun + 200 CP:** The elders of the hidden city of K'un-Lun have determined some fact of your being or act in your past to be philosophically opposed to them. Whatever your sin it's great enough for their warriors across the world, such as The Chaste, to want you dead. Convincing them otherwise would be quite a task, likely temporary, and would need to be accomplished without unnatural coercion. Make enough of a name for yourself and they might even send some of their best warriors from K'un-Lun itself. It goes without saying that the Iron Fist would have a low opinion of you to say the least if they discovered any of this.

- **Enemy of The Hand + 300 CP:** One or more of the founding members of The Hand has decided you're an obstacle to their goals, and like with all obstacles they'll attempt to remove you quickly and brutally. They have influence at every level of society around the world, and aren't above using any tactics, especially attacking loved ones, to get what they want. Be assured they've seen most tricks you could try to get out of this before, and whatever they'd demand of you to be free of it will likely be worse to you than simply letting them kill you.

- **The Monster + 300/600 CP:** One of human nature, you've gained the ire of a superhuman entity with a variety of troublesome skills and a powerset worth at least **600 CP** in the **Powers** section. They're not one for mastermind plans but they're not above ambush and they want you dead, full stop, nothing will convince them otherwise. This can be taken up to twice, for a total of **600 CP**.

Final Choices

After ten years in the setting you're expected to choose one of these options:
- Return home
- Stay here
- Move on

Notes:
- The higher tiers of **Hellcat**, **Whizzer**, and **Bushmaster** don't appear in the shows, but they felt appropriate and give more variety so I went ahead and included them. The inspirations were Spider-Man without the vast majority of his strength for **600 CP Hellcat**, Age of Ultron Quicksilver for **600 CP Whizzer**, and Green Goblin for **600 CP Bushmaster**. If you want those actual powers instead of these rough equivalents feel free to buy those instead using these options, including making MCU Spider-Man's full powerset by comboing **600 CP Hellcat** and **600 CP Bushmaster** if you want.
- As said already in the **Drawback** section, if you genuinely think I've misrepresented something from canon feel free to override it when you use this, I'm not gonna argue about it. I did lean a bit towards the better showings for the powers and such, and I have

good reasons for that I can share if you really want, but I'm not gonna try to convince you it's more right.

- Anything left vague on the companions is left vague on purpose, decide it as you please within reason. I only directly referenced perks/items and their values when I felt it necessary to be clear and concise, they aren't meant to literally be those exact powers, perks and items, so much as just easy comparisons that sell these as actual aspects of the characters.
- I originally planned for a lot more custom **Companions** and such, scenarios and maybe even more powers from the MCU I thought fit the power level. I waffled over it for months and in the end, for now just stuck with this, I might update with some of that stuff in the future but for the time being I consider this a complete representation of these shows and don't have any active plans to. I'll listen to suggestions over on the Jumpchain Discord server, but if it's not in these shows assume a soft or hard no without a good reason.

Changelog:

v1.0

- Initial release finished.