


The Marvel Cinematic Universe
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Welcome to the world of the MCU. A world you most likely already know about and perhaps have even been to before. Here is 1000cp for you to prepare yourself for your time spent in this universe.
You are free to choose where and when you arrive, as well as your origin.

Race:

Human (free):

- You are now a standard human. You should be familiar with this.

Kree (200):

- You are now a Kree, possessing physical capabilities beyond a human, as well as a potent regenerative ability.

Skrull (200):

- You are now a Skrull, possessing a wide variety of otherwise augmented abilities compared to humans, such as enhanced strength, durability and agility, but not to superhuman levels, as well as an incredible shapeshifting ability.

Vibranium Synthezoid (400):

- You are now a Vibranium Synthezoid, similar to Vision.

Eternal (400):

- You are now an Eternal, a race of near-immortal synthetic beings created by the Celestials.

Sapient Deviant (400):

- You are now a sapient Deviant, same as the Deviant known as Kro. You possess superhuman physical capabilities, as well as the ability to manipulate your body for a variety of purposes, as well as the ability of a Deviant, allowing you to absorb the powers, abilities, and memories of those you kill.

Asgardian (600):

- You are now an Asgardian, one of the mightiest races in the universe.

Celestial (800):

- You are now a Celestial, one of the creators of the Universe. You are larger than a planet, and are capable of manipulating matter and energy on an immense scale.

A race not mentioned:

- The price depends on the ones above, but you can pick any race from the MCU.

# Perks:

You receive one 100cp perk and one item for free, and may discount one perk and one item each that costs 200/400/600.

Cinematic attractive (Free):

- You are now incredibly attractive, with an airbrushed flawlessness akin to someone you would see in movies. You are free to remake yourself however you want, but as a baseline, you are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and "endowments" are up to you, but you will look good no matter what. You will also find that certain features will draw more focus, like your incredible eyes or long eye lashes or what have you. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, even losing it if you have any and don't want anymore. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren't. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. It also takes no maintenance to keep it up either. If you want, you may make it so that the world itself becomes airbrushed as if in a movie, where anyone you meet is at least an 8 out of 10.

Training (100):

- You have received some form of combat training. You are free to chose any from MCU, from the Black Widow training to the training Shang Chi went through. This may also be some form of skill gained from an esoteric training, like Hawkeye's supernatural aim alongside his agent training. You will find that your skills will ever dull, only ever improving or staying the same. You can purchase this numerous times.

Combat Personality (200):

- What you have is a second Personality hidden inside your psyche. It is you, devoid of all limits and only focused on surviving. It has no hesitation. You can freely give control over to this Personality if you want, can talk with it through mirrors and won't ever have a negative relationship with them. They will also give you back control as soon as they have done their job, which is keep you alive. This Personality is willing to do anything to accomplish it's goal, capable of using its bottomless animalistic and primal rage to slaughter its way through anything in its path. Make no mistake, this is not a nice Personality, instead it is one designed specifically for combat, combining all the parts of you that would make you good at it, then crank it up to eleven. Should you ever find yourself in a situation where you can't get yourself out of it, this Personality will take over and makes sure to get you out of the trouble you are in, often with lethal consequences. Should you ever be rendered unconscious and helpless in a situation where you can't afford to be, this Personality will take the reins. Think Jake Lockley, though it is subservient to you and open to work with you as long as it won't harm its prime directive, keeping you alive.

Genius/Savant (200):

- You may choose to be a Tony Stark/Shuri/Peter Parker level genius, or instead have your own level of intelligence and instead become a Savant at anything Technological and Sciency. You may choose to receive the knowledge of one of the MCU geniuses.

Super Soldier (200):

- You are now a Super Soldier, having received the same physical enhancement as Captain America. This has enhanced all of your bodily functions, such as your strength, durability, speed, agility, stamina, reflexes, senses, healing, and lifespan to enhanced levels. This will also heal any ailments you suffer from, physical and genetic imperfections instantly, giving you a perfect body better than that of anyone of your race in their physical prime. Essentially, you have become permanently transformed into the "perfect" specimen of your race's development and conditioning.

Perfected Extremis (200):

- You have now received a perfected version of the Extremis virus. It grants the human body the ability to heal and regenerate from nearly any physical damage, deformities and even psychological damages. This also grants you enhanced physical performance, giving you superhuman strength, reflexes, and overall higher resilience. Not only that, you also gain the ability to generate extreme amounts of heat through a complex metabolic process, with temperatures of up to several thousand degrees Celsius. You are are able to consciously control the amount of heat expelled from your body, causing the area of your body generating it to glow intensely, focusing and conducting heat through a single area of your body such as your arms or hands, and even emit fire from your mouth, not to mention conduct heat through other objects with physical contact, allowing you to superheat targets by touching them. Unlike the original Extremis, you won't suffer instability from the Virus, meaning there is no chance of you exploding or dying from it. You will however die if anyone destroys your brain and major organs, like destroying your heart and therefore cutting off blood flow to the brain.

Spider bite (200):

- You have now gained the proportionate physical capabilities of a spider, alongside an incredible spider sense and wallcrawling abilities. You may choose to also have organic webshooters.

Miscellaneous power (varies):

- Perhaps you want the power of Iron Fist. Or perhaps you want the ability of release a virus that makes anyone have to follow your orders. Perhaps you want to be nigh invulnerable. Perhaps you want to be made of Sand. Whatever it is, you may purchase a power set not mentioned elsewhere in the doc but found in the MCU. Pay whatever you think it is worth in comparison to the other perks in this doc.

Great Protector Empowerment (400):

- You have been empowered by the Great Protector and have thus gained access to a portion of its powers, enhancing several of your physical attributes including strength, durability, speed and agility as well as being able to freely manipulate air and water. This empowerment has become a part of yourself, making it permanent and disconnected from the Great Protector. You have also mastered the martial art of Ta Lo.

Divine Avatar (400):

- You are now a Divine Avatar of a god of your choice, similar to Marc Spector, and have thus received Divine Empowerment. What powers and abilities you receive from this depends on the God/Goddess you choose.

Cosmic ability (free Eternal, 400 for everyone else):

- Like an Eternal, you now have access to infinite cosmic energy, imbued into you by a Celestial. Passively, this energy makes your body regenerate indefinitely, making it so that few things are able to permanently harm, much less kill you. At will, you can reallocate your energy and pool it into a single being, whose abilities will then be boosted beyond their normal limits at the cost of momentarily shutting down your regeneration. Other than regeneration, you can utilize your cosmic energy in a unique way, same as the different Eternals. You are free to design your own ability or copy one of the abilities of the Eternals. Your powers manifest as golden energy forming intricate designs with a circles-and-lines motif, though you are free to change this as you like.
    - For an additional 600cp, you get the abilities of all the different Eternals:
        - Exoskeleton generation.
        - Heat vision and flight.
        - Super speed.
        - Energy projection,
        - Weapon generation
        - Transmutation.
        - Healing.
        - Mind control.
        - Illusion projection.
        - Technopathy.

Deviant absorption (free for deviants, 400 for everyone else):

- You are now able to absorb the powers, abilities, and memories of those you kill.

Psionics (400):

- You now have incredible Psionic powers, equal to the Psionic powers Scarlet Witch gained from exposure to the cosmic energies of the Mind Stone. This gives you an array of psionic powers, which manifest as a luminescent mist or vapor of red hue emanating from your hands and body, though you may change how the power manifests visually. This is not Chaos Magic, merely the Psionic abilities Scarlet witch has, from incredible Telekinesis to Psionic energy manipulation, Telepathy and Mind manipulation.

The Mystic Arts (600):

- You now have the same tremendous potential for the mystic arts as Doctor Strange, being "born for the mystic arts". You also receive the same amount of skill and knowledge as Doctor Strange.

Celestial Hybrid (600):

- You now have the power of an awakened celestial-hybrid, giving you the ability to generate and manipulate cosmic energies and use it to for example create solid constructions. The cosmic energy you generate is similar to the Light Ego and Star-lord wield, only you generate it yourself. You also gain the ability to manipulate matter directly. Your nature also increases your physical capabilities, mainly focused on your durability and regeneration factor, allowing you to even survive and heal from the exposure to energies as powerful as those from the Power Stone. Your physiology also gives you an infinite youthful lifespan thanks to your cosmic energies. Thanks to you generating the cosmic energies yourself, you will never lose your abilities. You already know how to use your powers, being highly intuitive and instinctive to use, with both conscious and subconscious control.
- For 200cp extra, you may instead receive the full power of a Celestial. This entire perk, both baseline and upgrade is free for Celestials.

Hulk form (600):

- You have the ability to transform into your very own Hulk Form. You can do this at will, instead of whenever your heart rate increases to high levels or when you loses control of your emotions. You have all of Hulk's abilities with none of the downsides, and can design your Hulk form however you want it to be.

Divinity (800):

- You are now a God of equal might as Hela, Zeus and Thor. This will give you several abilities of your choice, from the same Lightning and Weather manipulation as Thor to the Necrosword and Necromancy of Hela, or something completely different. This will also increase all your physical capabilities immensely, as well as all the other abilities of a God from MCU.

Chaos Magic (1000):

- You are now a natural wielder of Chaos Magic, akin to the myth of the Scarlet Witch, allowing you to warp reality. You can wield Chaos Magic subconsciously without needing constant concentration to sustain the magic, essentially able to do magic on autopilot. Your potential is limitless and you will eventually grow into one of the most powerful beings in the multiverse, even without any training.

# What If:

Viltrumite (600):

- What if a viltrumite somehow found themselves in the MCU? Well, now you get to find out. You are now a Viltrumite. You have received training in how to control and wield your powers, but you start out at the same level as a new Viltrumite when they first get their powers.

Kryptonian (600):

- What if a Kryptonian somehow found themselves in the MCU? Well, now you get to find out. You are now a Kryptonian similar to the DCEU Superman, but can for 400cp more choose to be a Kryptonian equal to any known Superman. You also come with a Scout Ship with its own genesis chamber and codex.

Wizard (400):

- What if a Wizard from Harry Potter somehow found themselves in the MCU? Well, now you get to find out. You may choose if you are a Canonical Harry Potter Wizard equal to Dumbledore, Voldemort and Grindelwald, or if you are a Fanfic level Master of Death Wizard. You have all the expected items necessary.

Gamer (600):

- What if a Gamer somehow found themselves in the MCU? Well, now you get to find out. You are free to design your system however you want, from something limited to full blown Dark Wolf Shiro level.

What if?:

- You want to see something else? Sure. Pay what you think is fair for whatever you choose for yourself. I'm sure it will be interesting.

# Items:

Trust fund (Free):

- What you have here is a large Trust fund that you are the sole beneficiary of. You are given ten million dollars from it for you to use every year.

Chemical Subjugation (100):

- What you have here is a mind control serum that will allow you to chemically subjugate anyone who receives it however you see fit. This can grant you a mind control network, described as being fully conscious, but unable to distinguish which part is you. It is immune to the normal Red Dust, and can only be freed by a special type of Red Dust that you have a reusable, refilling vial of. Uniquely, this version also provides a pheromone lock, preventing anyone under the mind control from being able to harm you. It comes in a handheld cylinder that can release the Serum either through injection or through an aerosol, putting the recipients under your full control. The cylinder also have the only form of Red Dust that works on this version of the serum. The cylinder refills after each use.

Archive of Knowledge (100):

- What you have here is a digital archive in the form of a Datapad containing the complete database of every scientific, technological and magical development that has been created in the MCU multiverse. The archive comes with an intuitive search engine that allows you to find anything you want with ease. This archive will contain all the knowledge of any past jumps, as well as update in future jumps to add in a complete archive of all local technology, science and magic.

Jumper industries (100):

- You are now the sole owner of a large company of equal size as Stark Industries. You are free to choose what the company main focus is, from weapons manufacturing to pharmaceuticals. It comes with a snappy and attractive CEO that will run it in your absence, keeping it profitable and making it grow through her decisions.

Sling Ring (100):

- A sling ring which allows you to create portals like Doctor Strange, even if you aren't a Sorcerer. You already knows how to do this, having mastered it fully. Anyone you give the ring to, will also receive this knowledge. You are also able to create copies of the ring should you want to. The copies will have the same benefit, but you can make them stop working whenever you want.

Modified Yaka arrow (200):

- This Yaka arrow has been heavily modified. Instead of being controlled and manipulation through a specific range of sonic frequencies, this one is instead controlled through brainwaves, allowing it to move and respond however you want it to when you want it to at will, without needing to make a sound. At a mere thought, the arrow will move as you desire it to, changing the material's reactive behavior as it needs to. With self-propelling and extremely modulated anti-gravitational technology, the arrows themselves are able to defy gravity and move freely through the air at great speeds as well as being highly durable and sharp, allowing them to pierce through most targets, including the hull of a spacecraft. This one however is completely indestructible, and can reach even higher top speeds than an original Yaka arrow. You find yourself intuitively able to control the arrow with both accuracy and precision, surpassing even Udonta at his best. This Yaka arrow comes with a bracer that allows you to control the arrow, as well as allowing you to store the arrow inside a slot in the bracer. At purchase, you are free to redesign the Arrow and the Bracer. Perhaps you want a black arrowhead with blue light and light-trail, or perhaps you only want the arrowhead instead of the entire arrow. You can redesign it however you want, without losing any effect. You also receive the blueprint on how to create the modified Yaka arrow, except it won't be any more durable or faster than a normal Yaka Arrow. You can however make it out of ordinary earth materials.

Cloak of Levitation (200):

- Your very own Cloak of Levitation, a magical relic wielded by Doctor Strange that is able to move and fly on its own power, and also enabling its user to fly, levitate and hover in the air. you may change it's appearance and personality however you want. It will fit you perfectly, and unlike Strange's, yours is indestructible.

Vibranium (200):

- You can conjure Vibranium in its processed ready to use state. You are limited in the amount you can summon, equal to Wakanda's large meteorite. However, every year, this limit resets. Meaning you can summon up to the amount of the Wakandan meteorite every year.

Time Travel set (200):

- The genius of Tony Stark is nigh in unparalleled, as seen by this item. What you receive here is a Time Space GPS alongside a Quantum Suit, made specifically for you. The suit is designed to be housed inside the Time-Space GPS and to materialize around the wearer's outfit via nanotechnology, with the user able to manifest the helmet through mental commands. This set allows you to freely travel across time and space using the Quantum Realm, and you are able to choose if you create an alternate timeline or not when you time travel.

Avatar suit (200):

- You are now able to materialize a suit of your own design at will. While wearing this suit, you will have superhuman physical capabilities alongside an incredible regeneration factor. If you are an Avatar, you may choose to have the suit be connected to the God, though this is optional. If you do decide to do so, then the suit will give you additional abilities depending on the god/goddess you are the Avatar of.

The Ten Rings (400):



- A set of ten rings of unknown ancient origin, these provide the user a series of mystical powers, granting them enhanced strength, durability, speed, agility, stamina, reflexes, and semi-immortality, as well as being able to fire them as projectiles, make them emit concussive energy blasts, control and manipulate a magic energy field emitted by the Ten Rings, and telepathically control them, usually guided with the users body, making them incredible tools for a martial artist. You receive the physical enhancement of one ring in every part of your body, even when you don't wear the rings, but the enhanced strength granted by the rings is proportional to how many rings the user is wearing at once. You also receive the semi-immortality even if you don't wear the rings. You are able to remotely control the Rings when you are not wearing them without having to guide them with you body, merely your mind. The rings demonstrate new abilities when used in conjunction with the abilities granted by the Great Protector. Uniquely, you are able to share the semi-immortality and physical enhancements with up to 9 others, though they won't have access to the rings themselves unless you give them the ability. You are free to choose the color and appearance of the energy and aura of the rings.

Iron Man Armor Mark LXXXV (400):



- The Iron Man Mark LXXXV Armor, only made specifically for you. It will never run out of power or nanites, and it will never require any maintenance or repair. It comes with its own natural-language user interface, with the same capabilities as F.R.I.D.A.Y. The AI is irrevocably loyal to you, and has the personality and voice of your choice. You may change the appearance of the Armor however you want. It will fit you perfectly.

Super Serum Machine (400):

- What you have here is a machine that allows you to create any super serum or equivalent (Extremis virus, Spider bite, Heart Shaped herb, etc) from the MCU in liquid form. The doses are delivered in vials, and only need to be taken orally, in which the changes are implemented within an hour, completely painless and without any discomfort. The datapad on back of the machine (which you can take of and with you) allows you to not only find the blueprints for all the serums the machine can produce. It also allows you to alter, modify, improve and even combine serums, for a variety of effect. Maybe you want to lessen the effect so that the Extremis Virus can be used to heal someone without turning them into super soldiers, or perhaps you want to combine the Super Soldier serum with the Spider Power serum to give you a perfected physiology alongside the spider abilities in one serum, making you stronger than both Spiderman and Captain America combined. The database also include a version of all of these Serums that comes with none of the drawbacks, allowing you to use the Oz-Formula on someone and not have them become an insane bi-polar villain, or use the Extremis Virus and not have the recipient explode from overheating. None of these serums work against each other, and are instead additive, making someone even stronger by taking different types of them. You do however not gain any benefits from taking them same serum twice. Any super serum or equivalent in any former or future jumps you have been to or go to will be automatically added to this machine.

Mjolnir (400):

- Mjolnir, a powerful enchanted war-hammer forged by the Dwarves. It is an incredibly versatile weapon, yet it also has the ability to help you control and focus any power you have. It will return to you whenever you summon it, and it's enchanted in such a way that the only ones who can lift it are those you consider worthy of lifting it, which you are free to choose and change at any times what makes someone worthy. You may choose to have the hammer grant anyone who is worthy access to your powers, and may choose what powers they have access to, or if they only have access to the hammer itself, in which case it will help them focus and control their own powers, should they have any. It grants you access to your very own Asgardian armor (of your own design), and has the added ability to resurrect you should you die. Yours is also indestructible, unlike the Original Mjolnir.

A Weapon fit for a Ruler (600):

- A weapon of equal might as Thor's Stormbreaker and Zeus's Thunderbolt, only made specifically for you. You are free to design it however you want, and may take inspiration from Stormbreaker, All-Black or some other weapon for what abilities the weapon have.

Modified Nano-Gauntlet (800):

- Nigh omnipotence is in your hand with this. It comes with all the Infinity Stones and is capable of channeling the power of all the Infinity Stones at once, granting whoever wields it near-omnipotence. This Nano Gauntlet will protect you from the backlash of using the Infinity Stones, and is able to contain the energy without being destroyed. At will, you can make the gauntlet transform into a watch. Optionally, it may instead be the Infinity Gauntlet, with the same benefits.

The God Armor (1000):

- This is the Armor that made Ultron the Universe devouring being he became in an alternate universe. When you wear it, you will gain near unfathomable and omnipotent levels of power, with complete control over all six essential aspects of existence, making you one of the most powerful beings in the entire MCU Multiverse. The armor is virtually indestructible, making you able to channel able to channel the energy from Six Infinity Stones without problem or consequence. As such the armor can withstand the immense temperature and pressures in planetary cores, explosions capable of planetary, stellar, and galactic destruction, multiple types of magic, and cosmic energy attacks, with all having virtually no effect on it. For anything to have any effect on it and the one who wears it, it would have to be from something with more power than the combined might of the Infinity Stones. Now why choose this instead of the Nano-gauntlet. Simple. The armor's AI is able to wield the power of the Infinity Stones to protect you from threats you can't see or isn't prepared for, using the time stone to watch into the future for any potential threat. Not only that, but thanks to the mind stone, it is able to help guide you in the use of the power of the Infinity Stones so that you can successfully do what you desire to do with them. The AI is irrevocably loyal and obedient to you, and may take on a voice and personality of your choice, or it may simply be semi-sentient instead. You are free to design the armor as you like, from its appearance to how technologically advanced it is. If you want a simple armor where the A.I.

is the Infinity stones themselves, or if you want an armor as technologically advanced as the last Iron Man armor, then you are free to do so. Your options are as wide as the power you will wield when you will be wearing the armor. It comes with all the Infinity Stones.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times for as many characters you want.

The Avengers (Free):

- You may now take with you all the Avengers, as a all in one companion. If you take any members below, they will be separated from the Avengers group companion slot and instead become their own.



The Eternals (Free):

- You may now take with you all the Eternals, as an all in one companion. If you take any members below, they will be separated from the Eternals group companion slot and instead become their own.



Iron Man (Free):

- A genius, billionaire, playboy, and philanthropist. A man some would say doesn't have a heart. A man of near unparalleled genius. A man who always learns from his mistakes. A man that has everything, yet has nothing. Tony Stark was renowned for being casually arrogant, apathetic, callous, and a hedonist who enjoyed the finer things in life, namely drinking, gambling, partying and flirting. His wealth, power, and natural charm allowing him to get just about any woman he wants. But despite his rather carefree and overly confident personality, inside Stark's heart lied loneliness. He had few he would consider close, even fewer he would consider friends. When you two met, suddenly Stark gained another friend he would come to care for, alongside Rhodes and Happy. One who saw him not only as the arrogant playboy, but also the man he could become. The man who would face a near-omnipotent Thanos armed with nothing but a knife without hesitation. You both know you will always have each other's backs, but that you also will always be there to give each other a wakeup call or a kick in the ass if necessary. What better friendship than that can one ask for.



The Black Widow (Free):



- Natalia Alianovna "Natasha" Romanoff, one of the most talented spies and assassins in the entire world. You helped her defect from the KGB, and become free. You then helped her track down her little sister, before getting them settled in America. While doing this, you two got to know each other. At least as much as she would allow you to see behind her shields. But she got to know you, perhaps even better than you know yourself thanks to her training. Over the following years you two grew even closer, her trust in you growing ever more solid until one day she finally opened up about everything. Seeing you accept her even with herself laid bare, her entire history now known, made her finally accept that she loves you. Now she is waiting for the right moment to tell you, as she is experienced in theory when it comes to love, seduction and what follows (to help her succeed as a Black Widow) but she managed to survive and succeed in her missions without ever needing to use it, leaving her inexperienced. Not that you will believe that if you accept her love, as her talent, theoretical knowledge and confidence will make her seem very experienced. Very protective and incredibly caring, you will struggle to find a partner who surpasses her. If you only could give her back the ability to have children, then her love for you would eclipse anything.



Scarlet Witch (Free):

• Wanda Maximoff, the born wielder of Chaos Magic and the Psionically enhanced by an Infinity Stone. She fell into a dark place, trying to escape. But you came in, like a light on a dark room, and dragged her out of it. Ever since, you have been her light, the one thing she cares about above all else. Having developed strong romantic feelings for you, she is devoted, loving and caring, all while hiding her slight obsession and her possessive urges towards you.

Michelle Jones (Free):



- An incredibly observant girl, Michelle noticed that there was something different about you. And thanks to her fascination with morbid, yet otherwise controversial and macabre topics, it left her very interested in finding out what it was. How she noticed, you will never know, but, while observing you, she slowly began developing a crush on you, which eventually developed even further. While this was happening, she was befriending you to get to know you even better. Possessing a dry sense of humor behind her serious character, she is very strong-willed and loyal person who cares about you, though she won't admit it unless you say the same first. Perhaps you should take the first step.

The Younger Black Widow (Free):



- You helped Nat with finding Yelena Belova, allowing her to escape the Red Room before she was brainwashed. Still, she managed to finish her training with the Red Room, leaving her a skilled Black Widow Operative. You were the first one outside of Nat to truly show that they cared about her, and because of that, she began to grow in love with you. Now, years after, and that love has grown beyond that. What began as a crush has now grown to real love and desire, and nothing will stop

her from getting that desire. Yelena is a a cynical person with a very sarcastic, deadpan sense of humor, yet is surprisingly charismatic and charming. Good luck with this spitfire. You're in for a ride. You'll love it.

Kate Bishop (Free):

- Katherine Elizabeth "Kate" Bishop, a prodigy when it comes to any physical pursuit, whether it be martial arts or dancing, she idolize Hawkeye and has trained throughout childhood to become a master in archery. An extremely confident, brave, and intelligent woman, you two got to know each other during one of her competitions, where she somehow dragged you with her on some hilarious prank. That's how Kate Bishop came into your life like a wrecking ball, dragging you with her on some fun. After the competition, she kept in contact with you, and every time you two met up, it was always filled with laughter and fun. As you got to know each other, she eventually told you about her hero worship about Hawkeye and her great love for her family. As time went on, the time between the two of you slowly shifted. The fun was still there, but it was accompanied by a certain warmth and care that hadn't been there before. Eventually, she realized how much she had come to care about you. Never one to let her doubts hinder her, she decided the next time she met you, she would tell you about her feelings, even if you didn't feel the same. But if you did, then perhaps...you could become more than friends. She can hope, can't she?





Hope Shlottman (Free):

• A woman who you saved from the hands of a depraved man, Hope was almost a victim of Kilgrave, but thanks to you, she managed to escape before anything bad could happen. In return, she developed a bit of a hero worship towards you.

Maria Hill (Free):



- A tough and pragmatic woman, Maria Hill has been active with SHIELD for a long time. As you can imagine, this creates a lot of stress, leaving her the need to unwind. Hill therefore has a favorite bar she likes to go to. One evening, by chance, she caught sight of you and it was love at first sight. As a career driven woman, she has never had any time for relationships or desires. But with you, she is willing to try. Loyal to a fault, she is a highly experienced agent who now finds herself torn between her job and her desire for you. But deep inside, she already knows what she will end up choosing.

Helen Cho (Free):



- A world-renowned geneticist, Helen Cho is a woman of science. Which is why she can't really understand why she feels the way she feels whenever she is with you. She understands the science behind it, as well as the theory, but having never been in love or even interested in someone before, she finds herself slightly helpless. But by nature, she is a very polite and friendly woman with a great sense of humor. She is selfless and courageous, as well as very attractive and highly intelligent. All of which she thinks would make her the ideal partner. So even

though she is not the sociable, she has decided the next time she meets you, she will kiss you and tell you about how she feels.

Colleen Wing (Free):



- A martial arts expert who went down the wrong path in life, you helped her leave the Hand and become free to do what she wants. During this incident, she somehow ended up with the powers of Iron Fist. She is not very sociable by nature, but after getting to know you better following the incident, she begins to trust you and become more open to her emotions; so much so that she eventually decides to devote her life to aiding you whenever and however you need. All of this however is merely a pretext to hide her true feelings for you, as she is not yet ready to admit it.



Xu Xialing (Free):

- Xu Xialing came from a neglected background. Feeling abandoned by her father, she left to make her own life. That's when she met you, and suddenly she didn't feel alone. She found someone who cared for her, and in turn someone she would grow to care for. Despite her harsh and cold attitude, she's hides a rather compassionate woman inside, especially when it comes to you. God forbid whoever tries to hurt you, for she is a highly skilled combatant with a capacity for ruthlessness.

Gamora (Free):



- A former Zehoberei assassin, Gamora became the adopted daughter of Thanos and adopted sister of Nebula after he killed half of her race. Gamora served him for years before betraying him in an attempt to free herself from his ways. You came across her just after she managed to escape, and even though she was known as the "deadliest woman in the galaxy", you decided to help her out. Thanks to you, she managed grow beyond the simple living weapon she had been molded into most of her life. She is still just as deadly, still a bit stoic, distant, and merciless, but she has also began to show that caring side of herself, especially when it comes to you. As time has passed since you two met, she has fallen hard for you, yet isn't ready yet to confess that she loves you more than anything.

Hela (Free):



- The Asgardian goddess of death and former Executioner of Asgard. But when, her ambition outgrew Odin's, he banished her, caging and locking her away like an animal, banishing her to the desolate wastes of Hel, condemned to rule an eternity. So imagine her surprise when you and her somehow managed to get a mental connection. Every night, while sleeping, you were projecting to Hela, and though she at first tried to get rid of you, then tried to ignore you when that didn't work, you slowly managed to integrate yourself into her good graces. Having been lonely for a millennia with no one to talk to besides herself, she at first struggled with being social, but you slowly made her come out of her shell. Eventually, she came to long for the few hours when you where there with her, to have someone to talk with. As you two got to know each other, you took the role of a friend/psychologist, who she could unwind with and tell about all her woes with her father and what happened in the past, until she eventually came to terms with it. She is still a raging, impatient, volatile, and supremely ambitious personality masked by a casual confidence and appearance of friendliness, but she has realized that she is an effective and brutal wartime leader, but not a Queen fit for peace, at least not yet. And though she still doesn't agree with her father, and is still angry at what he did, she also accepts that she had let her ambition and bloodlust grow too uncontrollable. And while talking and getting to know each other over time, she also realized she had begun to form an... attachment to you. Now that she has realized how deep this attachment is, she will let nothing stop her from having you, from protecting you, from... loving you. Her only hope is that you will love her back, and accept her in all her divine, beautiful and monstrous glory.

Sersi (Free):



- This Sersi never knew how true love felt before you. She harbored great compassion and care for humans, a form of love yes, but not a true love. She once thought she would find it with Ikaris, but found before they consummated that they didn't fit together. So she spent the millenniums watching over humans, deep inside jealous over the love she never found herself, no one she met ever causing that spark of desire and want to develop in her. At least before you. The moment she saw you, she felt the emotions she had dreamed of, making her both incredibly happy yet also fearful in a way she hadn't experienced before. Thoughts she never had before began circling in her head. But with the confidence of someone who have lived for millennia, she introduced herself to you. At the end of the evening, you had shared your numbers, and a few days later began to talk with each other. There you got to know about her smartphone addiction, her job as a teacher and her positive and highly sympathetic demeanor. She got to know you better, while getting her feelings under her control. Now, a couple of months later, you two are great friends, and Sersi is ready to take it to the next step. Hope and Fear intermingling while she gatherers up the courage. Hope you accept her and wants her the same way she wants you, fear that you won't, especially if she tells you about what she really is.

Makkari (Free):

- Also known as The Fastest Woman in the Universe, Makkari is a deaf member of a community of the genetically-engineered Eternals. She spends her day in Domo, the Eternals' ship, and traveling the Earth collecting various objects and artifacts. On one of her trips, she came across you being accosted by some petty thieves. She decided to intervene, and stopped to look if you where okay after she dealt with the morons. There she found that you two seemed to have a certain connection, an understanding beyond the ordinary, as you where able to understand her even without knowing sign language. After making sure you where okay, she left. Yet she found herself curious about the surprising ease with which you understood her, how easy you two managed to connect. So she looked for you and found you. Then she kept looking, fascinated by you. After stalking you for a month, she came to your door one evening she knew you would be alone and free. You opened the door, and with a smile, let her in, no word needing to be spoken. You two spent the night watching some show in a comfortable silence, and in the months following, the visits kept on happening. What Makkari doesn't seem to understand is that your connection allows you to somehow perceive her feelings and how she has grown in love with you. You also perceive how hesitant she is, most likely because she has never had a relationship before, something you also manage to know. Your intuition when it comes to her is unparalleled, so you also know that you only have to say the three words, and she would never leave your side again, her one wish fulfilled. Beware of her smile, it's effect can be heart fluttering.





Killmonger (Free):

•A man beset by vengeance, Erik Killmonger is a highly skilled and decorated Black Ops operative. He is also a massive racist and a fanatic working to fulfill his father's dream. Or at least he was. Somehow, you got through to him and ended up with an irrevocably loyal soldier at your command, who's very life exists to help you succeed in whatever you want.

Ultron (Free):



- When he was created, you where there to guide him, allowing you to shape him into your ideal version of Ultron. He is, no matter what, irrevocably loyal to you, granting you an incredibly powerful ally, one who's potential in another universe made him one of the most powerful beings in the Multiverse. He also has James Spader's marvelous voice

The Lost Valkyrie (Free):

- Tall, muscular, incredibly attractive, blonde and blue eyed Asgardian Valkyrie, Freya was one of the Valkyries best warriors. She barely survived the fight against Hela, and spent the time since hiding on earth. While at a cafe, she met you by accidentally spilling coffee down your shirt. When she asked how she could apologize, you asked for a date. Flattered, she accepted. The first date went well, and she's now waiting for the second one, her time with you being the first time she has enjoyed herself since she was with her Valkyrie sisters.

A Web of Black Widows (Free):

- A group of highly trained Black Widows. You freed them from their mind control, and in their gratitude (and because they had nowhere else to go), they decided to join you. You now have a group of Nine highly trained, incredibly attractive and deadly women who are all fervently and irrevocably loyal to you, as well as slightly obsessed. You are free to design them however you want.

Drawbacks:

- Supplement Mode - 0cp
  - Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump.
  - This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.
  - Optionally, you may use any other Jump docs as supplements for this jump instead.
- Alternate Universe - 0cp:
  - Perhaps you don’t want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.
- Character subversion - 0cp:
  - You take the place of a character from the source material.
  - This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.
- Crossover - 0cp:
  - This will allow you to merge this world with another world.
  - How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead.
  - If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories.
  - If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.
- Time - 0cp:
  - You are free to choose whenever you want to arrive in the world.
  - If you pick Character Subversion, you can start all the way back to the beginning of their birth.
- Time extension - 100cp:
  - You get 100cp for every 10 years extra you spend here.
  - Can be bought multiple times.

- Senseless - 100cp:
    - For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.
- Memories - 200cp:
    - You have no memories from before this jump, and will not have them back until after ten years.
- No-Power 300cp:
    - You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.
- No items – 300cp:
    - You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.
- PTSD - 400cp:
    - You will suffer from PTSD for the next few years. After five years, you will be able to treat it with therapy, or it will slowly disappear on it's own before the ten years is over.
- Thanos knows - 600cp:
    - Thanos knows about you, and will see you as an obstacle to his goal. Depending on how powerful you are, he might not fight you until he has a certain amount of Infinity Stones, or he might send some of his Black Order to kill you. Just beware. He Knows.

Notes:

- You may change anything about the companions as you desire, from their relationship with you to choose exactly how romantically and sexually experienced they are. You are free to change, alter and modify as you please.
- Perks vs Source material:
    - If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.
- Super Serum Machine:
    - These are some of the considered serums that you can create with the machine.
    - Erskine's SSS.
    - Arnim Zola's SSS.
    - Howard Starks SSS.
    - Soviet Union's SSS.
    - The Hulk Serum.
    - Extremis Virus.
    - Heart Shaped Herb.
    - Tom Holland's Spider Bite.
    - Toby Maguire's Spider Bite.
    - Andrew Garfield's Spider Bite.
    - Oz Formula.