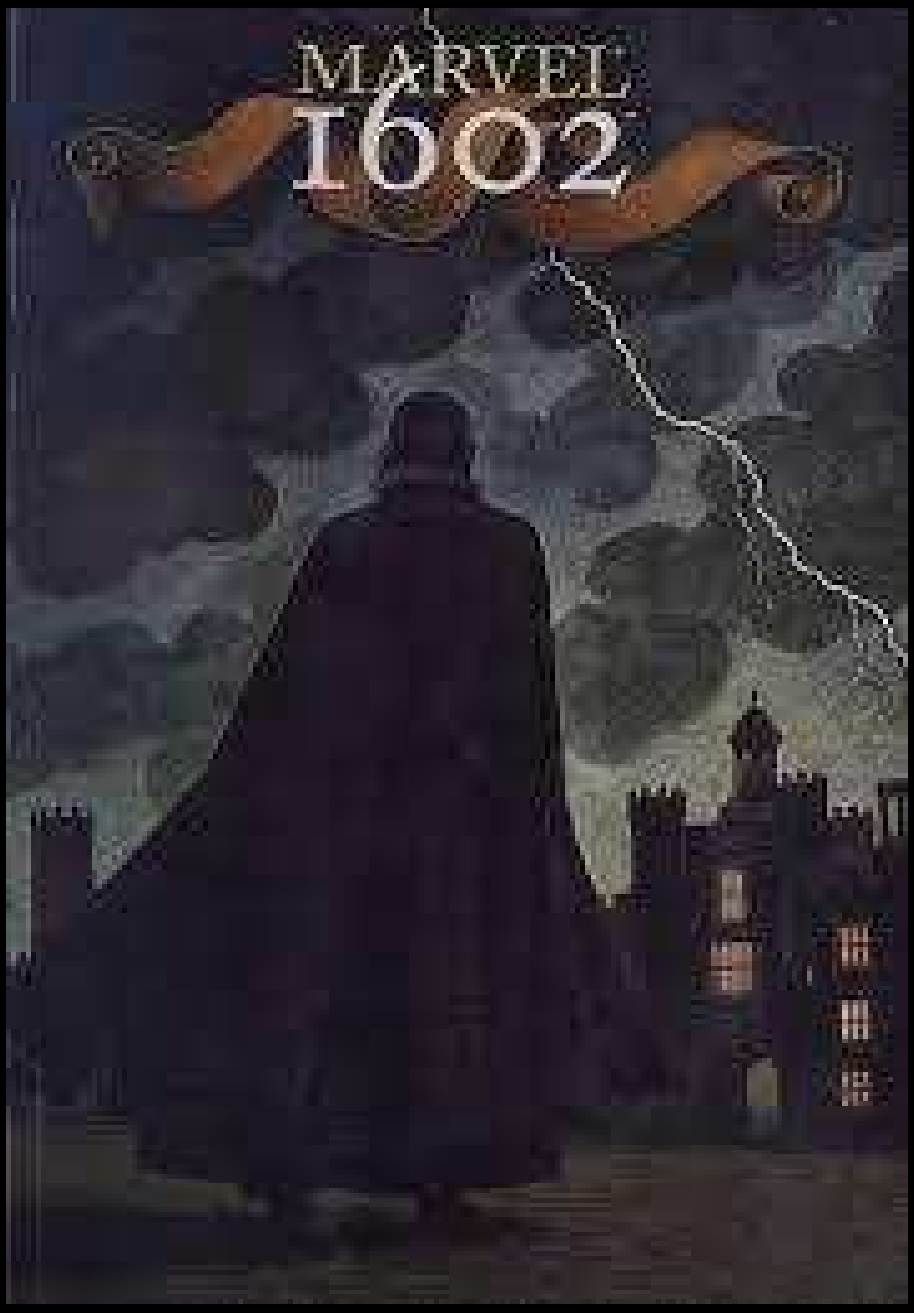


Comic by Marvel, Jump by Aehriman

Everything has its season. In spring, the world brings forth blossoms. In cherry season, you get cherries. But a season has dawned three hundred years early: a season of heroes and marvels. My own conclusion -- several of my colleagues laugh at me -- is that the two are connected. That the universe fights to save itself. To save everything, the heroes have come.

- Uatu the Watcher

Welcome to Earth-311, a timeline that actually diverged from 616 in the 16th Century, when a traveler was inserted from another universe: Steve Rogers, the Captain America from Earth-460 (superheroes all got old, Purple Man became President-for-life) at some point in the 1570s. This arrival somehow sparks the early coming of the Age of Marvels, as various people are born centuries early, and mysterious events cause superpowers and 'witchbreed' to pop up all over Europe.

It is an exciting age, the transition between the Renaissance and Modernity, where natural philosophers and artists expand human thought even as bold explorers redraw the maps. It is a terrifying age, where witch-burnings still happen, the great religious wars from the Reformation rage, the Enlightenment and germ theory are far in the future but slavery is taking root. It is an age where anything seems possible, for good and for ill.

Have **1,000 choice points** (cp) to get you started.

ORIGINS

Intelligencer - Thou art no gentleman, but a knave, a rogue, a villain in service to the State. Do not dare suppose because thy dastardly deeds are done for a higher purpose they are forgiven.

Lord - The world may be changing, but the Great Chain of Being remains intact. The Lord in his wisdom made angels and saints to rule over the Heavens, men to rule over the Earth, and kings and lords to reign over men.

Sorcerer - The Devil is at work in the world, you need only look around to see the signs. Strange storms, witchbreed, men who burn and burn but never die. The wise seek the counsel of those learned in the ways of the Invisible World, may you be equal to the hour.

Voyager - 'Tis a new age, with a whole New World to be explored! Slowly, brave explorers are filling in the maps that have 'ere now read 'Here there be dragons.' And if, mayhaps, there sometimes are dragons, why that'd make a fine tale of adventure! Songs are sung of the bold explorers of the good ship *Fantastick*, transformed as the demigods of yore.

Witchbreed - You and yours are a foul curse upon the Earth, unnatural things in the shape of men and women, but born with powers that defy comprehension. Ever must you watch for the Inquisition and the witchfinders. There are rumors of a haven for your cursed kind, in England, a universitie run by the Spaniard Carlos Javier.



LOCATION

1) **London** - Capitol city of a growing regional power, home to the famous Tower and the Globe Theater.
2) **Roanoke** - A colony in Virginia, where settlers from England live peaceably with the local tribes, watched over by the formidable native Rohjaz.
3) **Select College for the Sons of Gentlefolk** - Carlos Javier's hidden sanctum for witchbreed near Dover.
4) **Malta** - An island in the Mediterranean, stronghold of one of the last orders of knights from the Crusades. It is whispered a great treasure is protected here, a pagan artifact of terrible power.
5) **Latveria** - The continental kingdom of Baron Otto "the Handsome" von Doom, next to Austria.

6) **Domdaniel** - the Spanish stronghold and headquarters of the Holy Order of the Inquisition.
7) **Bensaylum** - An ancient and wondrous city, located in the middle of the Atlantic ocean. The magic trident of Emperor Numenor parts the sea around it, creating this new Atlantis, protected from the world by shrouds of mist and a guardian sea serpent.
8) **Picardy** - A small province in the North of France, south of Calais and including the Somme.



FRIENDS

Sir Nicholas Fury - An orphan with some skill in battle, eventually knighted and made chief intelligencer to Queen Elizabeth of England. Upon her death, however, the new king James is less interested in Fury's services.

Doctor Stephen Strange - Court magician to Elizabeth I of England, as of the start of the story.

Peter Parquagh - Fury's young assistant and understudy.

Matthew O'Murdoch - An Irish bard and one of Fury's most trusted agents. Appears to be blind, but it isn't slowing him down any.

Sir Richard Reed - An old friend of Fury's, a natural philosopher and great genius who sailed through a strange storm on the *Fantastick* and found his body stretchier than rubber, as pliable as fluid.

Susan Storm - A young woman who loves Richard Reed, whom she met fleeing an undesirable marriage on the continent. After sailing through a strange storm on the Fantastick, Susan gained the power to turn invisible, but has hidden this information to date, afraid of Richard seeing her more as a fascinating specimen than a romantic partner.

John Storm - A bold youth, brother to Susan, with power over fire.

Captain Ben Grimm - Master of the *Fantastik*, and the saltiest sea-dog to come from Yancy St. Is also a man of stone with the strength of the golem.

Lord Anthony Stark - A tinkerer lord in England, sometimes called Lord Iron for the galvanic armor he devised.

Rohjaz - An enormous blonde and blue-eyed Native American, protector of his tribe and the colony of Roanoke. Is actually Rogers from Earth-460, who saw all the other heroes grow old, retire and die, and his America fall into the sway of the Purple Man. Now, stranded in the past, he's determined to build America 'right' from the start.

Henri le Pym - A French naturalist.

Donal - An old man from Malta, associated with the Knights Templar, he was sent to guard a treasure of great power. After much fuss and a decoy in an elaborate golden device, it turns out the true treasure was the old man's walking stick. When Donal, and only Donal, raps it sharply on a surface, it is revealed as the fabled hammer Mjolnir, and Donal transforms into the mighty Thor. Donal hates to do this outside extreme need, as the pagan deity discomforts him.

Natasha Romanova - A freelance spy and the most dangerous woman in Europe. Starts off simultaneously in the employ of Nicholas Fury and Otto von Doom. Natasha always has an angle.

Peader O'Cuill - leader of the troupe of actors known as Gardiner's Men. A bard, a jester, a rogue and a fair hand with a crossbow.

Madam Gomorrah - One of the Gardiner's Men, a tumbler, fire-eater, occasional fortune-teller… and the deadliest assassin in Europe.

Arthur Dubhghlas - One of the Gardiner's Men, a tattooed strongman who has sometimes gone by the stage name Drax.

Goodman Root - A hermit who joined the Gardiner's Men, a caretaker of the wilds under a vow of silence.

Aroughcun - A sapient, talking beast from the New World, sometimes called a raccoon.

Angelika - A witchhunter, most skilled in arms, and lacking in powers.

Old Friends - Import any number of Companions, each with 700 cp of their own to spend, and all relevant stipends and discounts. Companions cannot take drawbacks for more points.

Other - Anyone else you care to befriend and take along.

PERKS

Sign of the Times (free all)
The dawn of the 17th Century wasn't terribly… clean. Doctors don't wash their hands, plague still sometimes destroys whole towns, and there are horse pats everywhere. The food is probably indigestible to modern man, and the language takes getting used to.
No more.

You can speak the language. You won't get sick from local diseases, nor spread future ones, and won't suffer from poor hygiene or diet. You are perfectly equipped to survive this or any age your travels land you in.

Forerunner (-400 cp) The arrival of Rohjaz triggered the early arrival of the heroic age. In a similar manner, with less side effects, you find you can become the harbinger of otherworldly powers. Perhaps you shall be the first wizard, or psychic, or superhero or Jedi in the world, but you can choose to allow others to be born and thrive. They may or may not resemble characters you knew with similar capabilities, even if this required them to be born well before your entrance into the world. Don't worry too much about it.

If a Devil is One Who Dares (-100 cp, free Intelligencer)
You have the skills of a fine thief, and acrobat, able to pick locks and pockets, or let yourself in via a third-floor window. You can evade pursuit, slip out of most bonds. And while you may not be a man without fear, you never hesitate, freeze or make mistakes because of your fear.

Live a Lie (-200 cp, discount Intelligencer)
So many secrets to keep, so many lies to keep straight, but you dance between the raindrops with ease, reacting in all cases as your cover identity would. In general, you are as skilled in deceit and manipulation as the Black Widow.

Butcher's Bill (-400 cp, discount Intelligencer)
A cutthroat and a spymaster will never want for employment. You can always tell when a job has hidden perils, when a contact cannot be fully trusted. You have a skill of wriggling out of a tight spot when the throne changes occupants and the new boss may not like you as much as the old one.

Head of the Snake (-600 cp, discount Intelligencer)
A spymaster isn't a simple cutthroat or sneak, but the commander of a secret legion. You must be able to recruit and train talent, gain and leverage favors from both the nobility and the common man, be able to sift through reports to sort the trustworthy and the relevant

information from the kind that is lesser, or none at all. All of these things you can do as well or better than men who have been refining these skills all their lives.

Lord Jumper the Handsome (-100 cp, free Lord)
Good breeding doesn't quite seem to cover it, poems are written to immortalize the beauty of people who don't look half as good as you.

Courtly Manners (-200 cp, discount Lord)
You are a master of manners, knowing how to seem appealing and kind and polite in all circumstances, with all audiences. You can insult someone so subtly they'll only figure it out hours later, if ever, and know how to flatter with the best of them.

Second Best (-400 cp, discount Lord)
The best at any art can rest on their laurels, the second best is hungrier, still learning, still training, still looking for any edge. As long as someone could be reasonably assumed to be your better, you will rapidly improve in any discipline, mastering in weeks what takes many decades to achieve.

King (-600 cp, discount Lord)
Whether chosen by god or the ultimate winner of the lottery of birth, you come from a royal lineage and will one day, with patience or murder, rule a great nation. Here and in future Jumps, you can choose a royal family to belong to, anywhere from the House of Stuart to the Golden Tribe of Wakanda.

Lost Lore (-100 cp, free Sorcerer)
From the liquid stone of the Romans to the lost Fire of the Greeks, so much was lost in the burning of ancient libraries and the fall of old empires. You are both skilled and fortunate when it comes to learning buried secrets, whether herblore or politics or the nature of the cosmos.

Humors and Elements (-200 cp, discount Sorcerer)
You are well versed in alchemy, the elements of the world and humors of the body, and how to ritually incorporate these things as like calls to like. If the map can be the territory, can you

not draw in a mountain range? It may, with the right rites, as you can learn to command all the elements and shape the winds to your needs.

Faustian Pacts (-400 cp, discount Sorcerer)
In magery, the devil can literally live in the fine print and intentions count for naught… until they do. Much as Stephen Strange got around a binding to not speak of the breach while alive by reanimating his own head, you are a master at finessing your way around oaths, bindings and contracts, letting you accumulate power in excess of any mere mortal and largely skip on the price or consequences.

Enchantress (-600 cp, discount Sorcerer)
When it comes to those Faustian bargains, it's better to be on the giving end. You are lord of your own enclosed mystic realm, such as Faerie, populated by people of your design. Tapping the vast power of this realm, you can empower others, particularly in exchange for some service or boon, but with the possibility of influencing them down the line or punishing any breach of contract.

Intrepid Spirit (-100 cp, free Voyager)
When the Aurora Borealis appeared in the tropics and touched the very surface of the sea, the crew of the *Fantastick* swiftly abandoned ships, with only four willing to press on. You have the fearless spirit of a true explorer, not unaware of danger, but you never hesitate or err from fear or panic.

Jack Tar (-200 cp, discount Voyager)
A shorebound landlubber makes a poor explorer. You are a fine sailor and navigator, the equal of any who have been at sea thirty years or more. You can circumnavigate the globe with nothing but the sun and stars to guide you.

Yet Something Doth Move (-400 cp, discount Voyager)
Otto von Doom did trap each of the Four from the *Fantastick* in respective custom gaols for multiple years while he pumped Sir Reed for information. Captain Grimm would up in the deepest, darkest oubliette created by man, a pit with no room to sit or lay or so much as raise

his arms. At most, he could prop himself a tiny bit and fall a couple inches into the wall, which he did for years, for though he faced a mountain's worth of stone, yet did he feel something start to shift. You have a willpower and patience to match that of the good Captain.

Arthurian Intellect (-600 cp, discount Voyager)
You have a genius equal to Sir Richard Reed, who reinvented half of science himself, categorizing natural phenomenon and disciplines of study according to the knights of the round table, for instance calling electrical forces 'Galvanic' after Gawain. A mind that could build electric dynamos and lightbulbs in the early 1600s.

Face in the Crowd (-100 cp, free Witchbreed)
In truth, the witchbreed who can't pass as normal mortals seldom live long enough to suffer the Inquisition, they are generally torn apart by angry mobs. You are skilled in blending in, even if you have to tuck huge wings into a coat.

Those Who Will Inherit the Earth (-200 cp, discount Witchbreed)
It would seem even stranger in this world, of all others, that the Witchbreed are hated and feared and other superhumans… well, less so anyways. Much less so. It makes more sense when you realize that Witchbreed powers breed true and are generally dominant, the Hulk or the Human Torch may be frightening on an individual level, but they're not going to replace you. You can choose which, any or all of your powers are communicated to your offspring, should you wish to create a dynasty.

Miraculous (-400 cp, discount Witchbreed)
Men despise and fear the witchbreed, but are quick to disregard strange powers in the right guise. Simply pretend to be a traveling showman, or a pious man blessed with a miracle, and watch their fear and hatred melt away. You are very good at concealing or explaining away your strange powers and nature.

Mutantur (-600 cp, discount Witchbreed)
Javier names the witchbreed such, because he believes they are better adapted to a dangerous world. You are incredibly flexible in that way, able to survive and thrive in any setting, from a

desert isle with no fresh water, to the crowded pit that is London. You can survive off very little food and water, as your body strategically cannibalizes the nonessentials, and may find your skin rapidly darkening to ward off the tropical sun. Nor is this merely physical, changing conditions, whether light, footing, random hazards or politics, almost always favor you, because you adapt the fastest to the new situation.



POWERS

Have +400 cp for this section. Discount any one power. A discounted 100 cp power is free.

Angel (-100 cp)
You can fly on wings, whether demonic like Osborne or angelic like Worthington.

Bard (-100 cp)
Your senses are as keen as any in the animal kingdom, you can see astonishingly well in the dark and by the light of day read over someone's shoulder from ten stories up. Your hearing and smell put hounds to shame, and if you close your eyes you can almost feel the things around you from a distance.

Beast (-100 cp)
You are mighty enough to lift a ton, swift enough to keep pace with a horse. Your agility is the most inhuman aspect, you can hop off a ship's mast and land safely on the deck, walk a tightrope or slack as easily as a road, and tie knots with your toes.

Buccaneer (-100 cp)
You have strength and resilience to match the infamous privateer Wilson Fiske, sometimes called the King's Pin.

Creature (-100 cp)
Like Victor Octavius, your form has been mingled in some way with that of an animal, granting you certain natural abilities they possess, or thematic powers.

Epitome (-100 cp)
Like Rohjaz, you are the pinnacle of physical perfection, as swift and as strong as any human or more A more balanced enhancement.

Sandman (-100 cp)
You can view and shape the dreams of others, and cause them to instantly fall asleep by blowing or throwing ordinary sand in their faces.

Alchemist (-200 cp)
With but a touch, you can transmute materials into other, related ones.

Atomie (-200 cp) You can shrink to the size of a small insect, and command one class of insect life. Alternatively, you can grow wings and the ability to fire 'stinging' blasts of energy while small.

Behemoth (-200 cp) You can grow to the height of ten storeys.

Sight Unseen (-200 cp)
You can become invisible. A boon to any thief or assassin.

As Gibraltar (-200 cp)
You can transform into a man of stone, with proportional increase in strength and resilience.

Polyphemus (-200 cp)
From your eyes or hands stream scorching rays of force, able to shatter boulders and lay low high castle walls. Unlike Scott Somers, you control these absolutely.

Along Came a Spider (-400 cp)
You have the proportional strength of a spider, amazing leaping ability and agility, sensational reflexes, an instinct for danger, the ability to effortlessly scale any surface, and can extrude a sticky silk webbing.

Can't Strike A King (-400 cp)
You're the best at what you do, even if that isn't very nice. And what you do is heal from injuries that would be lethal to non-royals, then split your attackers into pieces with the short-sword-like claws that retract into your forearms. You also have a very keen sense of smell and hearing.

Fire (-400 cp)
Like Jonathan Storm, you can absorb heat and light, and set your body ablaze with flames that, should you wish, burn hotter than the sun. You can form blasts or balls or simple constructs of fire.

Ice (-400 cp)
You have the power of cooling things, all the way to absolute zero if need be. You can create elaborate ice sculptures just from atmospheric moisture.

New World Native (-400 cp)
Perhaps because you were born in this savage land, you have a special connection to nature and can transform into any beast, bird or fish, from the smallest sparrow to the mightiest of the thunder lizards. Unlike Virginia Dare, you are entirely in control of your transformations and behavior at all times.

Persuasive (-400 cp)
You have a strange charisma about you. People in your immediate vicinity tend to agree with whatever you say. Try not to let it go to your head.

To Whom Much is Given (-400 cp)

You have telekinetic powers, precise enough to do needlepoint, strong enough to lift a sailing ship and fly it across half of Europe.

Inner Beast (-600 cp)
Some men struggle with their inner demons. You'd better not, because your inner monster is incredibly powerful. A Hulking figure that can tear through steel as easily as paper, ignore musketballs as if they were mere biting flies, and lay waste to all in its path. Curiously, the angrier you become, the stronger the beast. All of your other powers are increased in proportion to your physical might in this form, yet you retain control.

Mentis (-600 cp)
The Age of Reason has not quite dawned, but mankind's appetite for learning has never been greater, and few have minds so developed as yours. Your recall is perfect and crystal clear, your ability to multitask beyond formidable. Problems of mathematics that puzzle lesser minds reveal themselves readily to you. Yet, your greatest skill is the ability to empathize with others, to learn without speech what they think and feel, and at need, to direct their thoughts along more pleasing lines. In this, you are equal to Carlos Javier.

Toledo Steel (-600 cp)
Through arcane forces not as yet understood by man, you can draw iron and steel to you, or repel it, levitate and shape it to your will, and wield to a limited extent a pale shadow of the sky's thunder.

ITEMS

Have +200 cp for this section, discount one Item at each price tier, with discount 100 cp being free.

Blade (-100 cp)
A sword and a reliable knife. Good quality, but what you're paying for is the ability to draw them out at any time, even after you've been searched and confined to gaol or ushered into a king's royal presence.

Wardrobe (-100 cp)

Period appropriate clothing, both the practical and the fancy.

Saurian (-100 cp)
Tiny theropods are common as pets in this world, and now you have one of your own to hunt mice and such. Clever girl.

Money (-100/200 cp)
You make enough passive income to count as a member of the new middle-class, something varied enough across Europe at this time that I'm not gonna bother to figure out the details. Assume in future Jumps this is an equivalent middle-class income in local currency. Or you could buy the upgraded version and be notably wealthy even for a high-ranking noble.

Lord Iron Armor (-200 cp)
A steel set of armor that enhances the strength of the user, can fly short distances and be charged with galvanic energies that may arc short distances.

Title (-200 cp)
It is a lot more convenient to be a nobleman in these times. This deed to some remote Barony can open doors, and will at least see people treating you with the respect due your station.

Vulture (-200 cp)
You have one of the suits Otto von Doom made for his flying shock-troopers, allowing you to soar up to the clouds, swifter than any falcon.

Jester-Wear (-400 cp)
A suit of motley, with strange powers. The ability to blend in with surroundings, to change its shape. To enhance or copy your native powers. In truth, this is a living alien symbiote in the guise of clothes.

Kingdom (-400 cp)
You rule a nation in your own right, perhaps a mighty empire like Spain or France, or an up-and-comer like England or Holland. Or perhaps a small, fantastical realm like Wakanda or Benasylum (Earth-311 Atlantis).

Templar Treasure (-400 cp)
The great treasure hidden by the Knights Templar is… a walking stick? Yet, rap it sharply ‘gainst any surface and it shall transform into the fabled warhammer Mjolnir, and the holder, if they be worthy, into the mighty Thor! Provided you don’t let go of the hammer for more than a minute, anyways.



DRAWBACKS

Crossover (+0 cp)
Take this as a supplement or combination with any Marvel, or indeed, other superhero or 17th Century Jump, like Ring of Fire or the Three Musketeers.

Long Haul (+100 cp)
So much to do, so much to see, such brief windows we got into this Earth. So, expand your year’s trip into a full decade. You may take this up to four times, each subsequent purchase adding ten years to your stay.

Albino (+100 cp)
You have very pale skin. It makes you stand out in a crowd, and also your eyes and flesh are uncommonly sensitive to light.

Lese Majeste (+200 cp)
A king has taken objection to your attitude, and life, and shall send agents and/or offer a reward for your head.

Scarred (+200 cp)
You are hideously scarred, much like Count von Doom by the end of the mini.

Antichrist (+300 cp)
The Pope himself has declared you excommunicate, anathema, and that all the faithful must labor each day for your righteous end.

Secrets of the Universe (+300 cp)
You know many things that men crave to. Of the Watchers and the Beyonders, the Living Tribunal and Galactus, the three forms of sorcery or hells, Newtonian physics. It is known you know these things, and evil men will ever pursue you for your arcane lore. But if you try to tell anyone to help them your lips shall seal tight until you desist.

Empty Pockets (+400 cp)
You come here with no resources from previous Jumps. No land, no titles, no monies or artifacts of legend. Not even access to a storage space beyond this mortal coil you could retreat to.

End Times (+400 cp)
You could normally rest assured that the heroes will find a way to prevail and end the ongoing apocalypse of reality unraveling. No longer. If the world is to be saved, you must find a way and you can't just cheat off the canon solution of 'throw Rohjaz in the portal and have Thor and Magneto shut it.' That won't work. Best get to it.

Faustian Subcontractor (+600 cp)
What would you do, Jumper, for one more day? Well, it seems your benefactor got in a sticky situation and relinquished, at least temporarily, their Jumper. To fulfil your patron's debt and

continue your chain, you owe Mephisto one major service or up to six moderate 'reasonable' favors.

Powerless (+600 cp)
You have no powers or perks from previous Jumps, but retain access to your knowledge, skills and experience. Also any abilities from another Marvel Jump.

END

What now? Settle down, go home, next jump…?