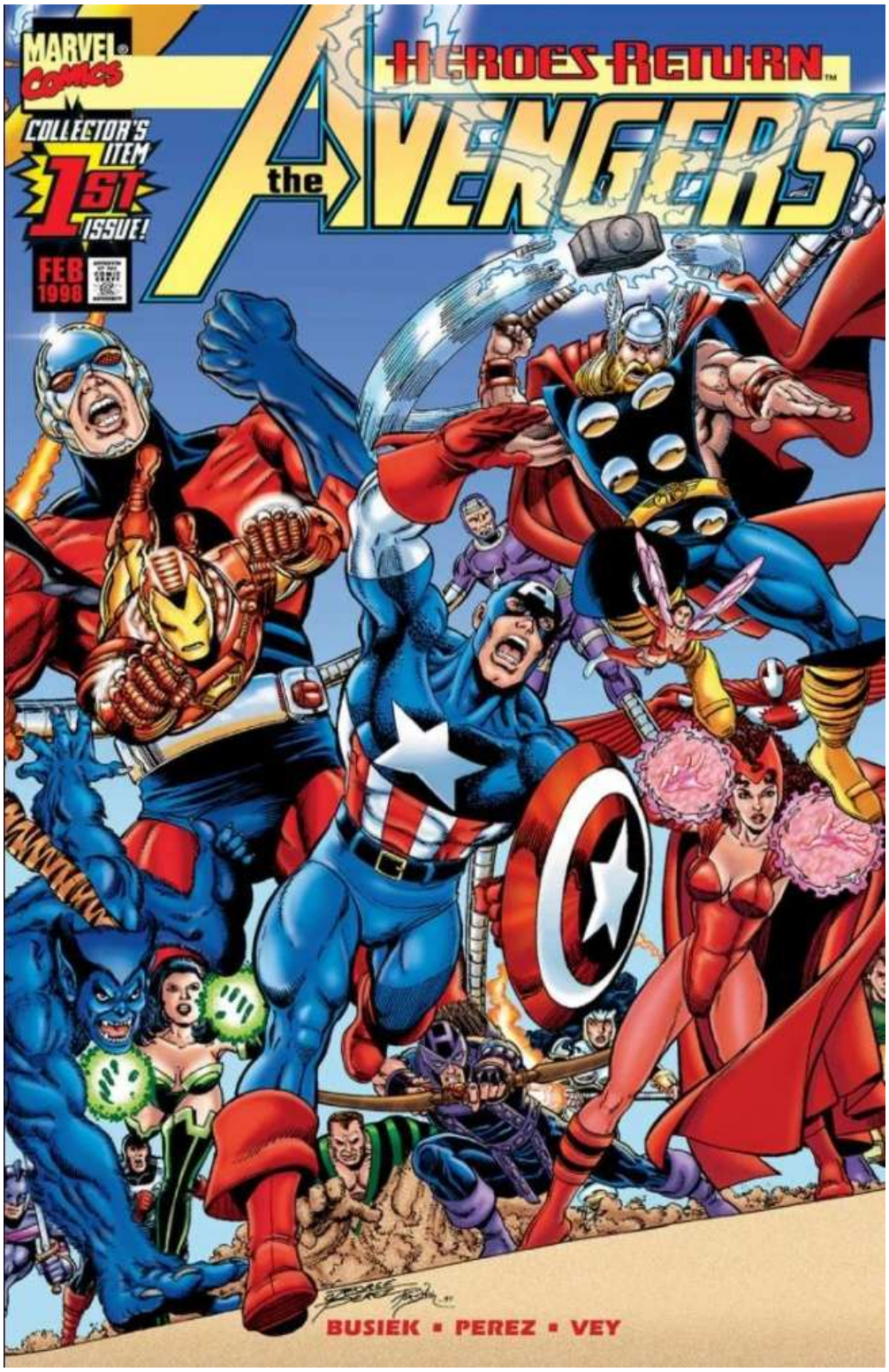
Avengers/Thunderbolts ‘97-‘04

Version 1.0.1



There came a day like no other, when Earth's mightiest heroes were called to assemble. And in the wake of the Onslaught incident, the Avengers were gone. Black Widow disbanded what remained of the team, and the Earth was left with a gaping void where its heroes had been. The villains were still there, but now there was no one left to stop them.

And so justice, like lightning, came crashing down to fill the void. The Thunderbolts arrived on the scene, working to put a stop to the rash of criminal behavior that was plaguing New York City.

Soon the Avengers will return from the Counter Earth on which they were left reborn and stranded. The Thunderbolts will be revealed to be among their greatest and deadliest of foes, actually former members of the Masters of Evil in disguise, though some truly are trying to be the heroes they pretend to be. The world will return to its status quo for several years (of publication at least) until one of the Avengers' own betrays them and devastates them causing them to Disassemble.

How you will change things is yet to be seen. But to help you change them take these

+1000 Comic Points

Good luck and good jumping.

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Location:

By default you begin in New York City, as it seems to be the inevitable center of this universe. If you'd prefer you can begin in any non-secure location that makes sense for your background. As a Living Planet you begin in interstellar space, though may have an avatar body in New York City or a non-secure location that makes sense for your background.

The time of your arrival is perhaps most interesting. You may choose to begin your jump in the aftermath of the Onslaught Crisis (about September 1996 by publication date), at the beginning of Thunderbolts #1 (released February 1997), or at the beginning of Avengers vol 3 #1 (released December 1997). Regardless of your start date you will be staying until the events of Avengers Disassembled and Avengers Finale (released

November 2004) or when the Avengers would have dissolved at its end if the events are prevented.

Age and Gender:

Your age and gender are yours to decide as long as they make sense for your origin and race.

Discount Rules:

You will be given a single Alignment, Origin, and Race. Each Alignment and Origin grants you a (50%) discount on associated perks and items, with the 100 CP perk and the first copy of the 100 CP item being free. Each race grants you a (50%) discount on a single perk. In addition to these discounts you possess a single floating discount that can be used on either a non-free Race or a Power. This floating discount is 50%, and even if used on a 100 CP option will not make it free, merely reduce its price to 50 CP.

Alignment and Origin:

The who and what are you in this world. Each Alignment and Origin grants a single 100 CP perk for free and a single 100 CP item for free, as well as a 50% discount on the remaining perks and items associated with that Alignment or Origin. You must select 1 Alignment and 1 Origin.

An alignment represents how you fit along the lines of law, order, and morality. This will affect your background memories and history in this world (assuming you don't drop in), but will not fundamentally change you any more than any other background; heroes can fall to become villains, and even some of the blackest of villains can be redeemed.

The options for Alignment are:

White Hat: You're a hero, plain and simple. Or at least that's how you see yourself, and hopefully the world will too. You might be a vigilante, but you're still on the right side of the law, and mostly a supporter of it. As a jumper you have great power, and you feel the need to be meet that responsibility; hopefully it won't be too much responsibility. You may choose to have a history as a reserve member of the Avengers, and be on the list of potential candidates for active ones when the team returns.

Black Hat: You're a villain, plain and simple. Or at least that's how the world views you. You almost certainly have some less than acceptable actions in your past, and they probably don't bother you all that much. After all, all signs point to a plan to continue them or even worse. You may choose to have a history of employment with Justin Hammer or a villainous organization of your choice.

Shades of Gray: You make things a whole lot less simple. You almost certainly still have some less than acceptable actions in your past, but in this age when Earth's Mightiest Heroes have gone, and left a major void in their place, maybe you can be the hero the world needs? Or maybe you're a hero who has finally given up on the ideal? Either way you're someone transitioning from one shade to another, and no one can say where you'll stop. You may choose to be one of Zemo's recently recruited (or in the process of recruitment at the earliest start date) Thunderbolts.

Where Alignments represent what side of the superhero/supervillain coin you fall on, your Origin is more about what makes you super in the first place. How did you get where you are?

Outsider: You have powers, probably though you could just be a civilian, and they make you super. You haven't dedicated yourself to a path of training, and may very well have just stumbled into your powers. While you may have been around for a while, you could just as easily be someone completely new on the scene, or given comic books someone who is new for all anyone can tell despite having been around for a while. This is the grab-bag option, for those who simply thrust themselves into the Earth's sphere of influence and act. If you'd prefer not to have memories or connections of any sort in this world, this is also the Drop-In option.

Engineer: Tony Stark, Nobert Ebersol, Abe Jenkins, Henry Pym… the list goes on and on and on. In a world where more powers come from high tech suits or energy infusions than anything else, being an engineer is a natural path for a hero or villain. Whether you're actually a professional engineer or not, you have a brilliant mind, and a knack for science and technology. And probably a high tech suit in your closet for special occasions.

Spy: The V Battalion, the Imperial Forces, AIM, SHIELD, HYDRA… this world abounds with espionage organizations whether devoted to conquering the world or cutting off those who would try to do that. Trained as an operative of one of these organizations, or maybe something a bit more publicly known such as the CIA, or CSA, you bring these espionage skills to the world of caped vigilantism. Hopefully you can point your allies in the direction they'll be most impactful.

Warrior: Clinton Barton, Steve Rogers, Thor, even Baron Zemo… Many in this world turn their own body into a weapon that can stand up to battle even with beings that make the gods quake. You're one of them now. With a body pushed to the edge of what religious training can do, and hopefully combat skills to match, you know how to hold yourself in a fight and given what happens when superheroes and supervillains meet that's a pretty important thing to know.

Witch: Wanda Maximoff, Morgan La Fay, Kulan-Gath… While wielders of sorcery might not be as common in these stories as warriors, spies, or engineers, but they're far from absent. You are an occultist, and a student of the mystical arts. You may even have some not undeniable power with them. Either way an awareness of the mystical arts is

yours, making you a potentially necessary counter to those who would wield them against you and your allies.

Race:

In a universe as wild and varied as Marvel's, it cannot be assumed you are a human. While Origin and Alignment are mandatory and free, any race other than human has a cost attached to it. Still, unlike Powers, Perks, or Items, you may purchase only a single race. If you do not, you will be whatever species you already were. Each race provides a discount to a single perk.

As previously stated you have a single discount that can be used for Race or Power (but not on both) by 50%; if two prices are listed for a power the discount applies to the full price that you buy it at. Kree is 50 CP not Free if discounted this way. Post-jump any purchased race becomes an alt-form.

Human (Free): You are a baseline human. Or a mutant if you prefer.

Kree (100, Free with Intellectual): You are a member of the kree, an advanced and highly militaristic race, which has recently loss a war with the Shi'ar reducing their once proud empire to a subject state of the Shi'ar. Typically blue skinned, with an oppressed 'pink' skinned minority. Kree possess twice the strength, durability, and endurance as similarly fit humans.

Robot (200/800): You are not a biological entity, but instead a mechanical life form. As a robot you are completely abiological, with a body made of metal and circuitry. With just this you are a rather baseline robot, superhuman strength at the 2 tons level or the 5 tons with Fighting Fit, resistant to firearms but not immune, etc. You possess internal radio-communication technology which can be used to access compatible machinery, such as the internet, with a considerable range, as well as extendable connectors able to interface more physically with systems for direct data exchange if they are not wirelessly capable.

As a robot you may choose to have any personal Items you purchase in this jump instead be incorporated into your body as part of its construction. These items would count as perks/powers and an intrinsic part of your being as opposed to external items.

For 800 CP you are upgraded to be a synthezoid like Vision. Your synthetic organic nature renders you no longer vulnerable to EMPs, and able to heal naturally, though without something that would allow you to do so without nutrients (and thus new material) you will need materials to do so as every 'cell' of your body contains the full blueprints needed to recreate you. This healing extends even to being able to reconstruct your body from scrap if given easily available material, though you could not necessarily

reconstruct your mind. Your strength is increased to the 5 tons level or the 10 tons with Fighting Fit. You possess a solar gem capable of storing solar energy and releasing it in a destructive energy blast capable of incinerating a human or melting through an inch thick plate of steel in seconds, it is also capable of housing your mind within itself. Your auditory sensors are significantly improved, capable of isolating and enhancing sounds to give you superhuman hearing, and your visual sensors are similarly acute capable of telescopic vision, as well as recording everything you see. You also possess various additional sensors capable of tracking energy transmissions, radio communications, seismic activity, and more. You possess hologram projectors capable of projecting images from your databanks, or cloaking yourself in a holographic disguise. Finally you possess the most famous of Vision's abilities as you are able to shift your density. By increasing it you can increase your strength up to the 50 ton level, and hardening your body to diamond-like durability. By decreasing it you can become intangible and able to fly, though you may leave your external body tangible if you want to fly and carry others. You can shift your density fairly quickly, allowing you to increase it from intangibility to 600x normal to drop onto an enemy as a powerful missile, or you can increase it inside of a creature to cause them debilitating pain or even cause them to explode if they are not themselves more durable than you are.

Asgardian (400/1000): You are one of the denizens of Asgard, or perhaps another godly realm. Whatever realm you come from, your powers are approximately the same. Your physical capabilities are significantly superhuman, at their base putting you equal or above many super powered individuals, with strength at the 30 tons level (or 50 tons with Fighting Fit), similarly heightened durability, and stamina, as well as reflexes and speed surpassing even peak human capabilities.

Beyond superhuman strength, stamina, reflexes and speed, the Asgardians - or other gods - possess many advantages. They are immune to all known earthly diseases, age so slowly as to seem to be immortal, and heal substantially faster than an ordinary mortal. An Asgardian's soul burns brighter than a human's as well, granting them certain esoteric resistances making them somewhat harder to affect with magic or psychic assaults, though this is a minor defense for most Asgardians. As an Asgardian you also possess a natural affinity for mystical energies, a greater natural reservoir of magical energy, and greater ease at channeling energies.

Finally you now are capable of speaking Allspeak, the mystical language of the gods which allow you to communicate with any species and be understood and understand them.

For the higher price, you are now a rival to the likes of Hela or a child of Odin. Your strength is now at the lower end of the 100+ range, or with Fighting Fit equal to Thor's own, with durability as immense as your strength. This likewise bolsters your natural mystical energies. Your soul is powerful enough that if you were in an emotional state it might stagger even the Sorcerer Supreme to gaze into your mind, and helps you to resist telepathic assaults. While far from immune to magic and esoteric assault, you have a heightened resistance to it and may on occasion prove capable of ignoring or powering through mystical or other effects such as hazardous radiations; energy that could instantly reduce even empowered humans to radioactive zombies might flow over you with no effect, and Hell Lords like Hela and Mephisto might pass on collecting your soul due to it being too dangerous in how it could resist them.

Beyond these general traits, for the higher price like many Asgardians you possess your own special power. Canon examples include: Heimdall's senses and their capacity for clairvoyance by focusing on another location, seeing enemies from hundreds of miles away, and tracking the bright and powerful life force of an Asgardian across dimensions; Amora's ability to enchant the wills of men and twist them with no active effort on her part; Sif's ability to teleport across Realms taking others with her; Hela's ability to kill even gods with a touch to their bare skin; or of course Thor's command over storms, capable of blanketing cities with ease and even extending to an ability to command temporal storms and cosmic winds. This power cannot exceed those listed here in general scope and power.

Kryptonian (1200/800): You are an oddity. You seem to be from the far end of the omniverse, at a distance that would normally strain even the greatest of travel methods through its difficulty. You are a Kryptonian. Though before you start thinking about dragging around whole solar systems at speeds surpassing infinity, you are specifically a Kryptonian as presented in JLA/Avengers. As such you possess enough power to gain the upper hand against Thor, but not so much that if She-Hulk, Hercules, and Iron-Man started attacking you at once afterwards you'd not go down. Still you possess physical capabilities able to beat out Thor's own standard showings (and which will be higher still with Fighting Fit): strength sufficient to edge out Thor; toughness enough to take a blow from Mjolnir to the face and come back swinging (though you might spit out blood) as well as fight on past a blast from Thor's lightning; flight; super speed including flight which in combat speeds and maneuverability which can at least match Quicksilver except in three dimensions; heat vision capable of felling a being on Thor's level; super hearing capable of picking up individual voices from across a city or even a country; super vision capable of microscopic, telescopic, and x-ray vision; and while not shown in

JLA/Avengers you presumably possess Superman's cold breath capable of creating powerful winds that can freeze things solid.

Like an Asgardian you are immune to mundane disease, and while you are not necessarily immortal your aging is at least heavily slowed and natural recuperation is massively improved. You do however lack the more esoteric resistances of an Asgardian, and can be weakened by certain wavelengths of radiation associated with Kryptonite.

For the reduced price of 800 CP, you can instead be an Eternal of the variety once found on Earth 712. Your strength will merely be at the top of the 100 tons level (or a little shy of Thor's with Fighting Fit) with similar physical durability. Your other powers will likewise be weakened. You will still possess x-ray vision, but lack its telescopic and microscopic aspects. Your superhearing will still be keen enough to hear individual heartbeats from yards away, but not to hear across a city of more. Your speed is reduced, capping out at Mach 4 on the ground with time to accelerate, and with flight slower than Quicksilver - though still faster than most - when forced to maneuver in combat and unable to build up acceleration. Your atomic vision is likewise weaker than a kryptonian's, able to hurt Thor, but don't expect to be knocking him flat with a quick blast, or even stopping him with a full 2 minute expenditure. Instead of possessing a weakness to kryptonite you are similarly weakened by argonite radiation which can negate your powers.

Living Planet (2200): A being similar to Ego the Living, you are now a living planet. As a creature of Ego's previously solitary species, you possess immense psychic energies capable at their peak of providing a challenge to Galactus if he is hungry and has not fed recently, though Galactus would ultimately triumph. You can project these energies outwards: as telekinetic force powerful enough to catch a weapon launched by Galactus himself, and with enough finesse to catch said Asgardian and break their descent without harming them; as solid energy tentacles capable of reaching out several times the length of a planet; as eye beams capable of casually destroying planets or fleets of advanced spacecrafts; and propel yourself through space including the potential to reach FTL speeds. These psychic energies also enable you to perform telepathic communication, pluck images and concepts from the mind of others, cause others to experience your memories as if from your own point of view, and perform physical scans of entities such as studying an Asgardian's biological structure in instants; your telepathic powers do not seem to extend to mind control and such sophisticated mental manipulations, though raw telepathic blasts could still prove potent.

Like Ego, you possess a mastery over your own biosphere and form, capable of rearranging the nature of your surface or controlling your own weather systems; you could turn your surface into an Eden or a death world with equal ease, or even flash freeze your surface to protect yourself from fiery meteors being launched at you by a god-like being. This extends to the ability to control your own atmospheric conditions - though this isn't a match for Thor's control over storms - as well as to manipulate your own electromagnetic field and gravitational force, although this lacks great precision. This extends to the ability to produce a nigh-limitless army of humanoid 'antibodies', animals, or even human avatars and command these beings across interstellar distances with your telepathic capabilities. Your ability to manipulate your internal structures is more limited. While you can form antibodies from them, you seem to have certain tunnels that serve a circulatory function and can only be minimally altered, and you possess a brain deep within your body which you cannot alter with this power.

As a Jumper you are able to create any of your other alt-forms as an avatar that contains is effectively you as you would be without this race and can channel a portion of your powers as a Living Planet, granting it strength greater than an (unupgraded) Asgardian, and energy blasts that could harm Thor himself (though would be unlikely to defeat him) and which can act separated from your main body by interstellar distances, sharing a mind in real time.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin.

Reset Survival (Free while here/100 CP to keep): So the Marvel multiverse sometimes gets destroyed and remade with almost no changes. Will this end your chain? Well to save you needing to ask Jumpchan here's this. If the universe is wiped out, but recreated with you in it, it will not count as death for the purposes of your chain. This even covers if you die in the events leading up to its destruction if they're retconned from existence, and covers when time travel is used for these purposes as well.

Cover Art (50 CP, Free with Asgardian): Most comic book characters are - in some way - aesthetically appealing. Choose a type of build within the human range. Your body now naturally gravitates to this type of build, and a level of attractiveness which would make you at least average among superheroes, and likely a bit above average; you're a superhero 7 out of 10, enough to turn heads though don't expect to tempt someone like Thor, Captain America, Loki, or Doctor Doom with your allure. This won't make you particularly a stand out beauty by superhero standards, but you'll at least fit in.

As an additional benefit the physical impact of your aesthetic choice is reduced. Just because you're a 5'0" waif won't make you that much weaker than if you're a 6'6" beefcake, and the latter won't make you that much slower than the waif. There will still be some differences, sure - reach is a thing if nothing else - but they'll be a lot more reduced than physics say they should be.

Professionally Civilian (50): You possess the equivalent to 10 years of secondary education/training/experience in a civilian field found in the real world. Yes this could be a PhD in a scientific field, though it will not be (on its own) comic book super science.

You may purchase this perk multiple times, selecting a new field each time.

Beautiful Blue Beast (200): You've got the sort of charm and charisma that attracts romantic admirers. Flirting with people, and charming lovers comes to you almost as naturally as breathing. Beyond this you find that looks really aren't everything when it comes to you. At least poor looks won't do much to hurt your odds. You could even be a blue furred ape-like creature and it'd barely slow down your dating life.

Beauty of a Goddess (300): You have the sort of looks that make you a 10/10 by superhero standards, the sort of looks that can do a serious number on people's heads, and could almost be considered a superpower. This is the sort of beauty to rival Amora the Enchantress or Queen Knorda, and make even hardened villains and stalwart heroes question their goals and ideals.

Hero's Return (300): Let's be serious here, death is a revolving door in this world. At least as long as they're popular they don't stay dead. Even specifically breaking the cycle of their own reincarnation doesn't keep them dead. And now you share this trait to at least some extent.

Once per jump, or ten years whichever is first, if you are killed, destroyed, retroactively erased from existence, conceptually deleted, or similar, you will be reborn within a year, maybe a bit longer if the destruction was particularly thorough.

If you want additional revivals, you can purchase them for **100 CP** each.

Cutting Loose (400, discount Asgardian): It's no secret that Thor holds back when he's fighting, most people other than Tony Stark realize this. But few realize just how much power he has when he really cuts loose. This perk doesn't give you the raw power of Thor, but you'll be able to really cut loose now.

You now possess a mental dimmer switch for your own powers and capabilities, easily reducing them even all the way down to normal human levels; this dimmer switch is about restraining your full potential, it won't let you turn off limitations, weaknesses, or vulnerabilities. While this can help you avoid collateral damage, it does more than that. See what's important is when you stop holding back. When you restrain yourself it seems like you build up a sort of charge, and the longer and more habitually you hold back even in the face of danger and threats the bigger this charge will become. And when you fully cut loose this charge is released, pushing you above what would be your normal levels of abilities. If you usually held back the power to make continent spanning storms to merely something like a city, you might manage to briefly make a world spanning one.

This full release is draining however. You are pushing yourself to and well beyond your normal maximum exertion, forcing out your energy in a short burst of beyond peak performance. But when you need the power it can be well worth it.

Ego Spore (400; discount Living Planet): Like Ego when wounded, shrunk, and forced into energy and stored within an alien child, you possess the ability to, if sufficiently damaged, survive as a (relatively) tiny 'spore' of yourself that exists in an energy form

and can regenerate by infecting a host entity, and transforming it into yourself. Typically this would be a creature, though it could be an object of roughly the mass of your normal form; in the case of a Living Planet this would probably be a planet.

To infect a creature or object merely requires a moment, though like any virus you will take time to spread through them. As you do so you will begin to show more and more of your abilities, and begin to usurp control over their form and powers. Within a week you will have fully taken over the host, usurping their place and having full control of the new form which will count for the purposes of perks and powers as having always been you. Some host entities that are particularly powerful or capable of energy manipulation and control can resist this infection and contain you or force you out, though the greater your own personal energy the harder this will be to perform.

If you are still merely this spore when the jump ends it will count as if you had died. You may choose to enter this form without being forced into it by damage, if you want to try and infect a creature as living energy.

Engram Transference (600; discount Robot): You are capable of copying and transferring your engrams, the sum totality of your thoughts, memories, and self into another receptacle capable of holding them. This could be a brain sufficiently advanced to possess full sapience, a computer of similar sophistication, or potentially certain mystical objects and artifacts. You may create as many copies of your mind as you desire, though only one copy at any time will possess your status as jumper and full access to your perks and powers. You can, however, change which copy possesses your jumper status with an act of will, and this transfer will automatically happen if the jumper version would be destroyed. This transfer does not automatically transfer information, knowledge, or memories gained since the two instances were split from each other.

This perk does not give you a special power to connect to such mental receptacles, though it will provide you with the knowledge to make a device to allow you to scan your mind and upload it to a digital format; if you're a Robot this may be completely unnecessary as all you would need is a proper internet connection or to plug into a compatible computer. For an organic mind you may have to find some means to erase the pre-existing mind within, or otherwise suppress it before entering, and either some mechanical means to upload your mind into a biological one, or some power such as telepathy to allow you to create a direct mind to mind link.

Focused Evolution (600; discount Kree): The Supreme Intelligence's machinations to re-start Kree evolution will soon bear fruit in the creation of the Ruul. These evolved

Kree possess the ability of Focused Evolution, allowing them to shift their body and characteristics for their current purposes, shifting into more brutish and physically powerful forms for combat, or shifting their bodies and brains to specialize in engineering, or diplomacy. You now possess a similar ability.

You are capable of willing yourself to shift your capabilities, and capabilities. By sacrificing one aspect you can boost another, or return them to their original set up or even reverse it. Sacrificing strength and physical capabilities might make you more intelligent, or you could sacrifice your interpersonal skills and higher intellect to become a combat beast. Generally speaking this has diminishing returns the further you increase from your natural baseline, and sacrificing something that is relatively insignificant will not provide as much of a boost.

Fulcrum (600; discount Human): Like Rick Jones, you hold within you humanity's potential. Not the Destiny Force, but the relentless drive and resourcefulness that makes humanity indomitable. You are supremely adaptable and resourceful, able to find ways to come out ahead and win in even the most dire circumstances. The more hectic and stressful the situation around you becomes, the more you seem to rise to the occasion, as stress does not seem to weigh you down, but instead cause you to flourish all the more.

This is at its greatest when the danger to you, and those you care about is real. The greater the danger the more you seem to be made into your best self. When all seems to be lost, and the odds should be impossible, you will find your skills sharper, your thoughts faster and clearer than ever before, and sudden epiphany seeming to guide you. You will even be just a bit stronger, and more powerful when the situation is truly dire. It won't be enough to trivialize a situation, but it might be enough to give you a chance in one.

Truth, Justice, and the American Way (600; discount Kryptonian): You seem to possess the ability to inspire a world with your actions as a living archetypal force. By acting as a traditional superhero you somehow cause others around you to find themselves becoming better people, kinder to others, more willing to stand up against what is wrong, and simply more morally upstanding. By acting as a traditional supervillain you have the opposite effect upon the world with those around you becoming more corruptible, more willing to sacrifice morality for expediency, and more willing to accept tyranny out of cowardice and fear. This effect seems to propagate out from you, starting with those closest to you, and impacted by your actions and spreading out from there. The greater your acts of superheroism or supervillainy and the more powerful this

effect will be. Maybe you can transform the Marvel universe into a place where heroes are respected and loved, or something more apocalyptic.

White Hat Perks:

Speechmaker (100): Whether it's reviving the flagging morale of allies, extending a hand and a second chance to enemies that can be redeemed, or reassuring the populace that they are in safe hands, a hero needs to have a talent and penchant for spinning a speech from nothing in the spur of the a moment. You now have that talent, able to come up with an inspiring speech without preparation. You won't be spouting the Gettysburg Address, or its equal, without warning, but you're still Captain America's equal when it comes to producing a speech from thin air and making sure that it actually stirs those who listen to it.

Not At Fault (200): Look when you're a superhero things like mind control, possession, skrull impersonators, and frame jobs happen sooner more often than later. But somehow when it comes to a hero who stays a hero these things don't seem to stick. People won't blame you for times someone else was controlling your actions, at least once you have some form of (circumstantial) evidence that that's what was happening; and such evidence will come to you easily. Frame jobs directed at you will inevitably fall apart once you begin to take action against them. Even things like 'I turn into a rage monster that rampages across the country' or 'the AI built based on my brain is evil and genocided a country' can be forgiven if you really couldn't be expected to foresee how it initially started and do try and mitigate it. Even mere lapses in control and responsibility, such as 'I was drunk and smashed a plane while trying to murder a colleague in an alcoholic rage' can be forgiven as long as no one was killed if you try to make amends, such as paying for the damages, and get help for your drinking problem.

Collateral Containment (400): Villains can lay waste to a city. Heroes don't have that option; in fact they're rather expected not to even allow villains to do that. This will help you with that. You now have the ability to control your powers to prevent collateral damage, or accidental lethality. Even if you possessed strength enough to shatter planets, you could fight without killing an ordinary human - you'd not be hitting them with all that strength mind you - or give a friend a boisterous slap on the back without shattering their shoulder. This comes with great knowledge of how much force you can use without causing damage, and a certain sense for the likelihood of destructive consequences to your actions.

Moreover, you know how to minimize the collateral damage inflicted by opponents in a fight, and are skilled at performing damage control during a fight. Your mind naturally takes in a mass of situational information, including your opponent's mindset and powers, to help you figure out when and how they might damage the area around you. More than

this instinct and skill, there's something about your presence that seems to drive fights away from innocents, or places that will cause excessive collateral damage; buildings might still get smashed, but nothing irreplaceable is likely to be lost when you're fighting unless the enemy is actively trying to wreak havoc and even then your skills, instincts, and even luck will all be there to help minimize the amount of damage they can deal.

Avenger Spirit (600): How much any individual Avenger has may vary, but every Avenger has a spark of it; the Avenger Spirit which keeps them going in the face of impossible odds, and makes it so that even gods and devils cannot break or long suppress their nature. Like Steve Rogers, Thor, or Hawkeye, you have more than your fair share of Avenger spirit. Your willpower is immense, seemingly infinite, able to drive you forward in the face of even the most impossible odds to do what you believe is right. This grants you a seemingly inexhaustible source of courage, able to keep on going even against a being with the power of a god who is able to reset time again and again for centuries of conflict, until you finally find a way to beat them permanently.

Your morals and ideals which grant this wellspring of courage, also protect you from attempts to twist your personality and mind. While you're not immune to mind control or possession, even a god re-writing all of reality so that you were always their minion would find your true self pushing through sooner or later, and with it your original memories and mind in full. No mind control, possession, or corruption can hold you long term, and a proper nudge or push will make your inevitable escape come more quickly. An attempt to force you to act against a deeply held ideal or facet of your being - to make a non-killing jumper kill, or force you to harm a close companion for example - could see even the strongest forms of control quickly shattered regardless of how 'absolute' the means should be.

Black Hat Perks:

Motivated (100): Being a successful villain takes a lot of work. There's not much time for leisure when you're enslaving native populations, building secret bases, planning contingencies, and working to undermine the free world. Heroes have their ideals to carry them, and the clambering praise of the masses. You, though, you don't need that. You are able to self-motivate, to find reasons to push forward each day, and do *something* to improve your lot in life.

This won't give you the courage to go against odds stupidly stacked against you. But it will give you the gumption to power through ennui, and repeated failure to always try again when you think you can actually succeed.

Blew Through Like a Cyclone (200): Villains lose. It is a genre convention. But they get away to fight again another day. And you now share this quality. The getting away part, not the losing part. You are always aware of potential escape routes, taking them in unconsciously and always having a good idea what it would take to use a certain means of egress and whether you have what it takes. Likewise this gives you a good idea of when you'd have to cut and run if you want a chance of escape, knowing when the tide of battle is starting to reach the point where if you stay you wouldn't be able to escape; though you still might be able to win.

Of course knowing when to and how to cut and run, often simply just isn't enough. So as a final benefit, when you are trying to flee and escape, you will find that your enemies' attempts to stop you are less effective than they normally would be. Attacks become less accurate, gaps form in normally immaculate team work, and restraints become just a little easier to slip out of.

Power Induction (400): Like Armin Zola you know how to activate the latent potential for super powers in others. This process is not easy: it takes time and resources; it will only work on a small minority of people and even then will be lethal fairly often; and it will be very hard to control the precise powers that they develop. Still, with time and resources you could create an army of super powered beings, by tapping into this latent potential. They will be very unlikely to rival the likes of Thor or the Hulk, but with time you could create quite a variety and number of super beings.

Specialized knowledge of specific aspects of comic book science or magic can be incorporated into the process to help improve the results, granting better control over the powers granted, greater powers, and/or making the process more likely to succeed. Loki

empowered the Wrecking Crew through such means, and the original Baron Zemo created Wonder Man this way.

Of course, it's theoretically possible to do this in the Marvel universe without this perk. While this will give you the knowledge of genetics to screen for it, and get an idea of what sort of comic book energy or radiation might be needed to induce powers, the bigger advantage is that it will allow you to continue to grant powers in these ways in future worlds where space gods have not altered the human genome to introduce the potential to develop super powers.

Nefarious Planning (600): You possess one of the talents of a truly great villain. That is a natural aptitude for massively spanning, covert schemes. You know how to plot, plan, and scheme with the best of them. Complicated, multi-stage plans are second nature to you, even ones that require years to come to completion. You are particularly skilled at hiding your plans, and the steps taken towards them, even in worlds of super science, super spies, cosmically powered champions, sorcerers, and telepaths with all the detection methods they can bring to bear. This doesn't give you some magical immunity to detection, but you know how to build an organization in secret despite them, how to cover your trails, and avoid leaving evidence. Of course, it's useless to be able to plot without the ability to adapt your plans. You have a good eye for new developments which you can use to further your plans, and how to alter - or make - them to salvage something should things go wrong and your enemies discover your schemes and unravel them.

Shades of Gray Perks:

Terrifying Thunder (100): Heroes are heroes. They're the good guys. Villains are villains. They're the bad guys. You know where you stand with either of them. But anti-heroes, and reformed villains? They're wildcards. And that makes them scary in their own way. You carry this with you. The sense that you could become dangerous, regardless of what side of the law you or those you are threatening are on. To go along with this, you have some knowledge of intimidation and interrogation tactics.

Go With Your Gut (200): Some combatants have files on their enemies, tactical knowledge and strategic intellect, capable of calculating the odds and acting upon them. Others, though, have this. Like Hawkeye, you have a certain gut instinct for what to do in a fight. You might not always, or often, know why, but in dangerous situations you have an instinct that helps guide you towards a solution. It's not necessarily the best solution, but it will help you towards one that will work for your goals. This instinct isn't flawless, but it will be smarter than your conscious planning in the situation.

Redemption (400): The Thunderbolts were villains. Some of the worst that the Avengers ever faced. Atlas beat Hercules into a coma and brain damage, and Baron Zemo was Baron Zemo who even as a Thunderbolt attempted to take over the world. And yet they all got second chance after second chance.

Like the Thunderbolts you will find that opportunities to make amends for your past actions will arise. Whether it's public and legal forgiveness you want or some form of sense that you have made up for the harm you did, circumstances will arrange for you to have the chance to gain it. Maybe it'll be disguising yourself and acting out a new life as heroes, transport to another world in need of heroes, taking over the body of an alternate you from another dimension making you not legally culpable for your old actions on a technicality, or a former enemy going out on a limb to put faith in you, these sort of second (and third and fourth) chances seem to abound for you.

Pursuing these chances will not necessarily be easy, or safe. And it's still very possible to fail to grasp them and take full advantage of them; falling back into your old ways will always be rather easy. Still, you will always have the chance for redemption if you truly seek it.

Master Manipulator (600): You know people, and how to play and manipulate them psychologically. This isn't mind control, but it might be something better. Like Karla Sofen, that is the Thunderbolt Moonstone, you know how to read people, to predict their emotional reactions, and how to play them and present things to them in ways to create

the specific emotional reactions you want. This works best with one-on-one time, and a chance to get to know an individual, though your cold reading skills are good enough to make a living as a mind reader or a fortune teller.

With one on one time, though, you could potentially play plotters as skilled as Baron Zemo or any out there, heroic individuals such as the Avengers, or turn an unstable villain into your personal attack dog while letting them believe they were in control not you. This comes with a fairly in-depth understanding of psychology, as well as a good instinct for it. If you were of a nobler intention, you could actually do a lot of good and help people get over their neuroses and psychoses as a highly skilled and talented psychotherapist; or slipping into the darkness you could use such sessions to guide them to dependency and loyalty to you.

Outsider Perks:

Superhero Encyclopedia (100): You are an expert on the public outings of superheroes, and supervillains, possessing an extensive nerd knowledge about them with the sort of precision and accuracy only possible from the much higher level of detail available actually living in their world. This will provide you with nothing that isn't commonly available or public knowledge, but you know the trivia and minutia of such publicly available matters: you know where and by whom quinjets are built; every time that Captain America has officially fought Batroc the Leaper; key differences between the various models of Iron-Man armor; and you might just know whether Cap's shield includes adamantium in its construction (like Captain America says) or not (like Jarvis says). This information will be updated in future jumps for the heroes of those worlds, or similar powered individuals.

Take Care of the Little Things (200): For all the skills and powers of superheroes, they can't do it alone. They often need someone to handle the little things. Stuff like: feeding their winged horses; making sure the quinjet is in top shape; washing their wardrobe; repairing costumes; ensuring their mansion is clean; and making sure that their favorite tea cookies are freshly baked and still warm when they get back after a bad day. Like Jarvis, the indispensable cog that keeps the Avengers functioning, you know how to support a bunch of costumed nutjobs. You have all the skills needed to be the butler at Avengers' Mansion, or a similar establishment. From managing a household and all the servants within, to personally cooking meals that delight even the gods, you can do it. And yes this includes the basics of maintaining and performing basic repairs on (but not building) supertech, as well as dealing with a bunch of larger than life personalities (at least from a servile position) and managing to juggle keeping them all happy even despite what stresses they bring into their lives or what personality conflicts they may have with each other.

Media Savvy (400): Appearances are important. Oh, not talking about your physical shape here, but how the public perceives you. And you know how to make those perceptions work in your favor. You are an expert spin doctor, with knowledge of how to influence public perception and opinion. Whether it's making yourself look good, or making your enemies look bad, you know how to influence the press (assuming you've got access to the right leverage), what to say, and how to say it. Whether it's stirring up the popularity of a hero so that the populace will do whatever they say, turning the public against heroes who have saved them time and time again through simultaneous accusations of racism and lack of racism against mutants, or starting a religion, you'd have a decent idea how to do it. Combined with the knowledge and skills to manipulate

people, you might be able to figure out how to make the world accept a team of former supervillains depowering everyone in the world as its new peacekeepers, though you might have to hand the keys over to a more trustworthy group.

Luck, Contrivance, and Coincidence (600): Coincidences, luck, and contrived situations follow the major characters of this world. Villains just happen to find means to threaten the world, heroes just happen to stumble onto events just before it'd be too late, and assassination plots are put an end to by other villains attacking the target just before they'd drink the poison.

And now the same is true for you. Events seem to conspire to keep your life interesting. This isn't Parker luck, this won't cause your best friend's father to become a sociopath hellbent on your destruction; but if he already was it'd help you to find out and fight him before he put all the pieces of his plan together. You'll find events falling into place to benefit you in some way, though only with effort on your part and a fair bit of danger: stumbling into schemes of your enemies; finding tools to allow you to put yourself into the line of danger for the sake of your desires; the arrival of new enemies which though a hazard to you disrupt other more dangerous hazards or clue you in to greater dangers; and more of the like can all be expected in your life.

You can toggle this off if you want to live a quiet life for a while.

Engineer Perks:

Brilliant Intellect (100): You've got the sort of mind that could excel in academia, or score high on an IQ test. You easily qualify as a genius at least by real world standards. You won't be making super science with just this, or matching wits with Mephisto, but you're certainly smarter than most people. You think quickly, retain information well, and have an excellent memory.

You Hide it Well (200): Whether you're a hero or a villain it can be important to keep a distance between your ordinary life and your costumed life. Even if you're an entity from outside of reality it can be useful to have a double life to fall back on; it's simply harder for enemies to track you down and attack your resources if they don't know they're your resources. To help in this regard you now know how to maintain a secret identity. You know how to create alibis, how to excuse yourself from a situation, how to hide your suit under your civics, and more.

Of course, knowledge and skills only take you so far. You will find that your secret identity is easier to maintain than it should be. People seem to overlook clues, circumstances arrange themselves to give you a smokescreen to change, and enemies who find it out are far less likely to publicize the information. And if your secret identity does get out, you have a way of finding means to put the genie back in the bottle; maybe you temporarily connect to a mind-control device just long enough to erase everyone's memories of your identity, or you simply somehow manage to have people buy it when you claim to be retiring and handing over the suit (or powers) to someone new.

Master Hacker (400): You gain a professional grade knowledge of computer programming by the standards of the Marvel universe. You are especially skilled in hacking. While this will help you create secure computers, it's getting into the computerized systems of others and taking control of them that you truly excel at. In this field you seem to be able to work real magic, managing to match the likes of Tony Stark, and perform feats of computer warfare in the middle of heated battles. You could figure out how to access and shut down an enemies' powered armor by remote, or access an advanced alien system and if not take complete control at least shut it down. The technology of the likes of Stark or Kang might give you trouble, but with time you could even access and override their technology; just expect them to figure out and block the second attempt.

As if There's Any Technology I Can't Figure Out (600): You are a gifted and intuitive technological and mechanical genius. You won't be matching a specialist in their field, or one of the big names like Reed Richards or even Tony Stark with just this, but you have technological skills similar to Techno's own. This natural genius makes you more than a match for an expert engineer, excelling at figuring out and modifying super technology that you have access to, or even creating examples of your own. It'll still take time, effort, and resources, especially if you want to make anything particularly impressive, but you have the technological capabilities to make yourself a valued member of almost any super team.

Spy Perks:

Picking Locks Like Riding a Bike (100): You never forget. You are a master lockpick, and safe cracker, and are an expert at finding means of ingress into buildings and secured locations. You've got a good eye for spotting weak points in a building's static security and how to exploit them to get inside. This comes with basic skills for second story work, and as a cat burglar.

I Have Been Eluding Your Security for Days (200): Where the above perk helped you find ways to get into places you aren't supposed to be, this one helps you avoid being caught. You are an expert at stealth, able to move almost completely silently, and easily able to tell what locations provide you with the best cover. You even seem to have a sixth sense for alarms, cameras, or just the gaze of others, helping you to avoid them. This isn't perfect, but even without powers you'd be a match for Natasha Romanova, and with something like a stealth field or shrinking you could possibly spend weeks in a high tech base monitored by an advanced AI and a wide spectrum of exotic sensors and detection systems or literally inside of a robot without being noticed.

Very Very Good Spy (400): You are one. Like Natasha Romanova you are an expert investigator and intelligence operative. Whether it's losing a tail or being one, covering your tracks, or uncovering information, your mastery of spycraft would do Nick Fury proud. You may not be the best in any single aspect of the craft, but you are a master of each facet of being a super spy, and this covers realistic spycraft as well as the more fantastic giving you a vast array of knowledge and skill in fields such as setting up blind drops, cultivating contacts, forging documents, (recognizing) psy-ops, and more. While having help might be easier on you, and you won't necessarily match a specialist in their specialty, you could be a single person spy organization and you could fill in for any role in one in a pinch. Well any role except for administration, or securing the support of the civilian government, this perk doesn't seem to cover those aspects at least outside of blackmail, gaslighting, and coercion.

Before I Got Here I Mined Your Lab (600): A good spy knows the importance of preparation. Whether it's doing your research on your enemies before confrontation, preparing counter measures, or even simply rigging the battlefield in your favor. You are an expert at preparing for confrontations. You know how to decipher weaknesses, including psychological ones, from information you possess about an enemy, coming up with measures to exploit these weaknesses, and in preparing a battlefield to your advantage.

In fact you're so good at prepping reality that it seems to bend to accommodate it. You are able to retroactively insert preparation where you might possibly have had the chance. This is a power that can only be used sparingly, but on rare occasions you can retroactively decide to have prepared something and reality will bend and twist just a bit to allow it to happen. Arrive at an enemy base unexpectedly while wearing a skintight costume? You were definitely carrying explosives, and in those moments you were rifling through their files you definitely also planted bombs in the lab. You can't strain suspension of disbelief too much, you have to have had some chance to do the thing even if you hadn't actually done it, and you need to give reality time to get over the last bit of retroactive continuity, but now you can perform for yourself what the writer often performs for master planners in these books.

Warrior Perks:

Fighting Fit (100): You have the physical fitness expected of a non-powered superhero. You have strength, speed, stamina, reflexes, balance, senses, and other traits of physical fitness which could easily be called peak human, able to keep up with the likes of Hawkeye, Mockingbird, Hellcat without her costume, or even Captain America.

If your race is not human, this will still push you towards the peak of physical fitness which could be expected to be obtained by an ordinary individual of that species with a rigorous regime of exercise and physical fitness; the Hawkeye of the species.

This will generally kick up the strength granted from races and powers in this jump by a one or two notches on Marvel's internal scaling system.

Squad Leader (200): You have the makings of a field team leader. While this won't give you any special skills with morale, logistics, or keeping a team cohesive in the long term, you do have a good head for small squad tactics, and how to synergize the various abilities you might find in a team of super powered individuals to their best advantage. The sort of combat tactics that are needed to make a team work in the field are your bread and butter.

Beyond this, you have a knack for combat drill and training. You can easily and quickly take individuals with limited training, and turn them into a team of skilled combatants able to work together and watch each other's backs. They might still be dysfunctional in their daily lives, but you could take a group of super villains used to working as individuals and turn them into a team capable of giving the Avengers a run for their money in a surprisingly short period.

Absolute Skill (400): Select a single fighting style or weapon. You are an absolute master of that style or weapon. Like Hawkeye with the bow, or Captain America with his shield, your skill with the selected style or weapon goes beyond what even lifelong masters of the chosen style or weapon could realistically expect to obtain, reaching to the point where it could be considered a superpower in its own right. Your chosen weapon (or fighting style) comes to you as naturally as breathing, allowing you to wield it reliably even under the worst situations.

For each **additional 100 CP** you pay you may select another fighting style or weapon to have this level of skill with.

Years Studying and Training (600): To maintain a world class athleticism takes a lot more than that, especially if you're picking up a host of other skills at the same time. You, though, might become an expert in a vast variety of things in doing so. This is coupled with a natural talent which allows you to become one of the best in the world in almost any field. Like Imus Champion you could become a master of business, finance, psychology, every sport in the world, and a variety of other skills while still young enough to perform at them. You will find that you learn and master new skills at least an order of magnitude faster than normal for a human, learning in months what would take years for an ordinary individual, and in a year what would normally take at least a decade.

Witch Perks:

Occultist (100): You possess a basic knowledge of magic and the occult. You are familiar with the concepts, and have some recognition of the various occult elements that exist in the world; you know what a Sorcerer Supreme is and what their duties are, know about how Hell is divvied up between Mephisto, Satanish, Hades, Hela, and Hellstrom, and the basic principles which govern magic in this universe. This only gives you a very basic knowledge of how to cast spells yourself, but you are guaranteed to have at least enough talent in this world's magic to make some use of it (even in future worlds), even if this perk alone won't guarantee you more than the bare minimal capability.

In future worlds this won't grant you any guarantees to be able to use their magical systems, but the information will update to give you the basic knowledge that a low end individual in the know of its occult systems would know.

I Can Feel It (200): Like Wanda Maximoff during the first part of this volume, you possess an ability to sense flows of energy. This sixth sense will give you a feel for energies around you; you could with concentration note the difference between the magical energies of a Celtic or an Asgardian deity, or get an idea for the purpose and nature of a spell. This isn't limited to just magical energy. You could feel someone channeling tectonic energies from the Earth's core, or that people were twisted by being under the pheromonal control of another. With concentration you can even sense such things as ill-intent from others, and the psychic energy of emotions though this is not an easy task.

Combat Casting (400): While Occultist guaranteed the capability of learning magic in this world, this grants you more than the mere capacity to work the basics. You are a capable sorcerer, with a noticeable amount of personal magical energy and enough magical knowledge and skill to make you recognized as a sorcerer. This won't make you the equal of the likes of Kulan Gath, at least not on its own, but you have enough skill to be considered a noteworthy witch or sorcerer, and have the potential to be a mage that could compete for the title of Sorcerer Supreme.

More than mere magical skill and talent, though, this grants you the ability to keep your magic powers working while under the pressure of combat. It is not grant works of arcane ritual that you excel at, instead you are an expert at the quick and dirty invocations and spells that can be thrown around in the few instants of combat. You don't get tongue tied, or mess up your spells through a mispronunciation due to being rushed, and you find that your concentration is beyond excellent, helping you to focus on your magic in the face of

all the turmoil and distractions of a battlefield. This will give you truly prodigious focus and concentration for other purposes, in case you need to do complex math while under fire, wield a will-controlled energy device, or just not think about pink elephants.

Externalized Power (600): Few mortal mages of this world are capable of purely relying on their own internal magical power. Even the Sorcerer Supreme relies on external sources: pacts with spiritual entities; objects of power; and drawing on the mystical energies of the Earth itself through its ley lines are all common sources of power. And even without this perk you could use these external sources to power your magic of this world.

You however are particularly skilled at utilizing external sources of mystical power whether with the magic of this world or another one. You know how to make pacts with mystical entities, and even in future jumps will be able to craft spells that draw on their energies much like the spells of this world do, adapting your magic to the powers of entities of other worlds with ease.

With ley lines, and other sources of magical energy, you seem to be able to handle larger quantities than would otherwise be expected, and to take to them more naturally. You are also particularly adept at using various energies to fuel your magical abilities, even bridging the use of more 'scientific' energies for magical means. You can even handle channeling often dangerous or maddening energies more easily than others. It's still probably a bad idea to try and channel and harness the full energy of the life force itself, but you'd do better than most.

You are of course talented at drawing energy from objects of power. Particularly you are skilled at working around mystical limitations on their use, and tapping into their powers even if you are not quite the proper variety of entity, or don't quite fit the restrictions. This does have its limits. You might manage to use the norn stones as a Celtic goddess instead of an Asgardian one, but Surtur's Twilight Sword would likely require some more effort - maybe tapping into Cthonic chaos magic and the capabilities of a nexus being. Similarly you might manage to use the Eye of Agamotto which cannot be used by beings who are not 'good' but has a history of being fooled, but Mjolnir would likely prove a more difficult proposition, though not necessarily impossible and even if you couldn't force it to allow you to lift it and wield its power directly you could tap it for its energies.

This even extends to other, unwilling beings. You are capable of tapping into the mystical energies of other individuals. While this is easiest with willing individuals, you know how to do so even with unwilling ones.

Powers:

As previously stated you have a single discount that can be used for Race or Power (but not on both) by 50%; if two prices are listed for a power the discount applies to the full price that you buy it at. Powers are written with the assumption of being a Human, though some may combine in ways with a more powerful race purchased in this jump (for more details see notes on Race/Power Combinations).

As a general rule, the Fighting Fit perk will increase any strength granted by your powers by about 1 'step'. See notes for more details. The listed strength level should not be taken as a literal value or maximum, but only a measure of comparative strength.

Angelic Wings (200): You possess a pair of feathered wings which allow you the ability to fly. While the maximum speed, and altitude, of this flight is theoretically limited compared to some superpowered flight, the agility and maneuverability puts it well above almost any other, possessing an ease and fluidity of movement which pushes past the peak of a human on the ground. As an ordinary human you could carry more than 200 lbs aloft, or with Fighting Fit about 500 lbs. Your stamina is significantly increased, allowing you to fly for hours without stopping, and your body is adapted for higher altitudes helping you to breathe in areas with thinner atmosphere and air though you still cannot breathe in space. This also pushes your eyesight and hearing to the peak of humanity, or somewhat above with Fighting Fit.

Beastly (200): You have a physique which is superhuman, in an animalistic manner. With Fighting Fit you would be the equal of Hank McCoy, that is the Beast, possessing strength at the 10 ton level, the agility of a wild ape that was trained to the standards of an olympic class athlete, superhuman reflexes, etc. Without it you'd be similar to the Beast if he had never been trained as an X-Man. Even so that'd do nothing to slow your accelerated healing factor - recovering from broken bones in days instead of weeks or months - enhanced immune system, and animalistic senses sharper than those of a human.

Textile Telekinesis (200): You possess the power to telekinetically manipulate fabric within approximately 50 ft. You can weave it, unweave it, reweave it, animate it to your will, reshape it in various ways, or even lift it from the ground and if it is strong enough lift other objects with it. You can only affect about 120 lbs of fabric simultaneously. You can use this ability on fibrous materials such as the fibers of plants or animals (including humans), but this is much more difficult - more so for animals than plants - and you

control and amount you can influence are reduced; you might be able to give a person a muscle cramp in combat, but you won't be biokinetically making them choke themselves.

The Bird Whisperer (200): You possess the power of avian telepathy. You are capable of forming a powerful telepathic bond with a single bird, gaining the ability to command it and see through its eyes on at least a planetary range. By actively exerting your powers, though, you may form temporary bonds of a similar nature with other nearby birds, and by pressing them to their limits you could even command entire flocks of birds from the surrounding city blocks.

Justice (400): You possess the power to project telekinetic fields, manifesting as visible energy fields. Through manipulating these fields you can fly, carry others aloft, manipulate objects, or create forcefields. You do seem to have undefined limits on how small of an object you can manipulate (unlike some X-title telekinetics this isn't going to allow for microscopic manipulation) though manipulation of particulate matter or gas is possible. As far as upward limits this telekinesis is powerful enough to destroy an entire house with a single wide focused blast or punch through multiple concrete or steel reinforced walls in quick succession.

Microwave Oven (400): You possess the power to project microwave radiation outwards. This power allows you to fly with superheated air, carrying yourself and several hundred pounds more aloft, or in space through the radiation alone. It can also be used offensively, and you are capable of producing heats to melt any earthly metal short of adamantium, or to melt through thick stone walls in your path while flying without slowing down. You are also able to produce enough microwave radiation to fry electronics in at least several city blocks. You are able to push your powers beyond these normal amounts, such as to a point to provide enough power to finish the generation of one of Mjolnir's dimensional portals that was started but not fully powered or to power a Shi'ar stargate, but it is straining to do so and threatens exhaustion, though unlike Angelica Jones (at least prior to Henry Pym's assistance) and like most elementals in Marvel you are completely immune to microwave radiation and heat up to the level you can generate.

Silverclaw (400): Like a certain South American demigoddess, you possess a low end superhuman physique, similar to that of Wolverine including strength at the 5 ton level. Beyond that, choose a single real world biome such as the rain forests of South America, you are able to shapeshift into animals from that biome, or even blend these various animal forms together or with your human one, though these forms all take on a silvery skin; as a Jumper with alt-forms you may also mix these alt-forms into your form, though

it will cast them into a similar silver hue. This shapeshifting also protects you from attempts to force you into a specific form, and you can shapeshift your body back to normal after being altered with some effort overpowering such effects.

Titan (400): Whether through Ionic Energy or Pym Particles you possess the ability to expand substantially in size. You can grow to about 10 times your ordinary height without strain, and by pushing your powers can grow to somewhere between 30 and 40 times, though pushing past that point threatens your molecular stability. This growth does not merely make you larger, however. When you grow you become superhumanly strong and durable, to the point of being close to the level of Thor when pushing your limits to their maximum, and approximately at the 90 ton level within the range that can be performed without undue strain. You do lose some relative combat speed and agility with your growth, but not nearly what would be expected from having multiplied the distances you have to move to dodge. Unfortunately in addition to the physical strain of greater sizes, increasing your size does seem somewhat mentally destabilizing, and your behavior may become more erratic as you grow especially past the safe limit.

Touched by Hell (400): Whether you were somehow brought back to life after a stay in Mephisto's realm, and his infernal gladiatorial games, or not, you seem to have learned a few things about demonic energies. Like Patty Walker, also known as Hellcat, you are able to see magical energies (demonic most clearly, but others as well), sense the lingering presence of black magic, and see through demonic guises and illusions. You are also resistant (though not immune) to magic, and can with skill and timing deflect it from you with your aura and physical movements.

Waspish (400, Discounted with Titan): Your body seems to have been infused with Pym Particles allowing you to shrink down to the size of an insect, small enough in fact to ride on the back of a winged ant like it was a flying horse. When you shrink you sprout insectoid wings and antennae which allow you to fly, and telepathically communicate with higher insects such as ants. When shrunken you also produce bioelectric energy that you can channel outward into blasts capable of destroying concrete blocks, or causing pain to even significantly super powered and super durable individuals.

Wire Production (400): You are able to create seemingly steel wire from your fingertips. This wire can be sharp or smooth according to your desires, and you can shape it into simple shapes as you produce it such as spheres, cones, shields, or grappling lines. This wire can be used to tangle enemies, provide movement options, or more. You do not seem to possess a limit to the amount of wire you produce, though it will eventually fade and you can will it to fade making it disappear immediately.

Bioelectric Being (600): You have been suffused with bioelectric energy. This energy increases your strength, speed, agility, and endurance to low superhuman levels; your strength is at the 1 ton level, and your speed and agility are just above the peak human level. You can channel this energy through your blows, to shock and electrocute those you strike.

You are also able to transform yourself into a being of pure bioelectric energy, existing as an energy being. In this form you are capable of flying, as well as releasing it offensively as blasts. These energy blasts are at a typical superheroic level, though as they can be released from any part of you they are easier to release in a sphere directly around you than most. This bioelectrical energy is especially effective for shutting down electronics, and even a blast that wouldn't stun a human could shut down powered armor such as M.A.C.H. II's and fry nanites out to the edges of the blast. This energy form is hard to permanently kill; it is, after all energy. Sufficiently powerful blows can however disrupt it and force you to lose cohesion, effectively making you unable to interact with the world trapped instead as sapient energy with no body, and it does require gravity to maintain its cohesion. The good news is that it is possible for you to regain cohesion with time and effort, though if you're unable to do so by the end of the jump it will count as death, and you can expect being blasted apart to take substantially more effort than simply having gravity turned off until you become decoherent and then allowed to turn back on.

Burning Coal (600): Like the short-term Thunderbolt, Charcoal, you possess powers that make you almost your own miniature Fantastic ~~Four~~ Three, albeit significantly toned down. Specifically you have the ability to enlarge yourself into a monstrous, coal creature. In this form you possess superhuman strength seemingly near the 25 tons level and similar durability. While in this form you can alter the composition of part or all of your body from the frailest coal to almost diamond-like hardness, though the latter seems to take some effort to maintain and loses flexibility and ability to move the transmuted part. You also possess somewhat Reed Richards-esque abilities, as you can reshape and stretch parts of your body, though your limits are clearly well beneath his own, only able to stretch your limbs a few times the length of your body, though you can reshape them into sickle-like hooks and claws. Like an imitation Human Torch you can light yourself on fire and use these flames to fly, or project them outwards; though your intensity is far beneath his. Finally you possess impressive regenerative capabilities in this form, able to regrow limbs, though this will usually take tens of minutes to hours, or even reform your body if you are shattered; this does not, unfortunately, extend to reforming from being scattered to the four corners of the Earth.

Encephelo Ray (600): You possess Ultron's dread encephelo ray. This beam fired from your face assaults the mind. It can be used in brief flashes to disorient and weaken foes, or with more sustained influence plunge even superhuman foes into death-like comas. It can also be used to mesmerize individuals, placing them into trances where it can be used to implant subliminal post-hypnotic commands to be enacted at future dates.

Gamma Mutate (600): You possess the ability to turn into a larger, muscular, and inhumanly colored form similar to that of She-Hulk. In this form you possess strength at the 100 tons level, and similar durability. You possess the ability to fuel this higher, by entering a mentally degraded 'savage' state. At its baseline this form is in the 100+ range, but still weaker than base Hulk or Thor, though it can grow stronger. Unlike the Hulk, though, this form is fueled by your fear instead of your anger, and the more overwhelmingly terrified you are the more difficult to control and savage as well as powerful this form will become.

Fighting Fit would put your baseline still below Thor or base Hulk (as standard for Fighting Fit and Strength Level 100), but your 'savage' state will start off at slightly stronger than base Hulk and be able to go up from there.

Marvelous (600/2000): You possess powers similar to those associated with Carol Danvers during this period. You have super strength at approximately the 25 tons level (and similar durability), are able to fly, fire photonic energy blasts, and absorb energy. Your flight is capable of reaching supersonic speeds with time to accelerate, and could theoretically escape orbit but you do need to breathe and possess no protection against space. Your photonic blasts can blast through ordinary walls, robots, damage planes, etc; you won't be cutting through multi-foot thick stone without slowing down your flight, or even doing it in a particularly timely manner. You are able to absorb ambient energy to fuel your powers, and if you have the chance to ready yourself for an attack you are able to absorb directed energy protecting yourself from it; this works best with the electromagnetic spectrum, but can absorb other forms of energy at reduced levels though it will not absorb magic or kinetic impact from solid objects. This energy absorption is noteworthy as you can use it to temporarily increase your strength and flight speed, or fuel more powerful energy blasts; this would cap out approximately at doubling your strength, flight speed, or could be channeled more directly into your photonic blasts increasing their power up to the level of the upgraded perk.

For the higher price you're something more akin to Genis-Vell. You are able to survive in space, and are capable of accelerating to FTL speeds when flying in a straight line outside of an atmosphere. Your energy blasts are significantly stronger, able to stun the Hulk at

his baseline power while restraining yourself, though they're not strong enough to put him down once he gets angrier, and powerful enough to destroy kree built detention centers from the inside. You are also capable of projecting this photonic energy as forcefields powerful enough to contain combined blasts from Thor and Thanos to allow them to really unleash their power without causing massive collateral damage. Your durability is similarly heightened, leaving you capable of walking off being hit several feet into stone by the Hulk, though repeated blows from a 100 ton class individual could kill you. Your energy absorption powers are not noticeably improved, though your durability against energy attacks seems to be, if anything, greater than that against physical blows. Of course none of these are why the price is so much higher. You also possess Cosmic Awareness. The exact details of its function for Genis-Vell in his sane moments is vague. At its maximum it is nigh-omniscience, the ability to know anything in the universe, though certain technology, psychic powers, and more have blocked this even at his highest where they drove him insane. Your abilities with it are soft capped at his sane levels, similarly to having the training wheels Moondragon placed on his for a time. Even thus limited it provides you with knowledge from the universe itself that is relevant to you, or as it is often described: It tells you what you need to know. In theory it can tell you any information in the universe, including the past or all possible futures, in practice the training wheels will keep you from pulling in all the information at once and tuning it to certain information you desire can be difficult especially when beings with cosmic level powers are not trying to block you. Still it can be attuned to certain individuals or locations warning you of potential dangers to them, and helping you to spy on them at a cosmic level. It can function psychometrically allowing you to touch something to focus this awareness on it and see its past, or even its future. It can warn you of danger in the long term as well as the short term, function like mind-reading by telling you what others are thinking or planning. It can pierce illusions and disguises to reveal the truth beneath, even sometimes in the case of such beings as Death (though there it just revealed that she wasn't who she said and not who she was). And in combat it will feed you information on your opponents' fighting style and weaknesses to tell you what you need to know to defeat them. In theory even with this soft cap it could tell you any information you needed or wanted to know, but tuning it to the specific information you want can be time consuming, and, while it will feed you a great deal of information on a subconscious level, you still have to know what you want to know for any conscious use.

Plastic Form (600): Your body is extremely malleable, able to reshape and reform itself in extreme ways. While your ability to stretch is ultimately less than Reed Richards by a fair bit, elongating your body more than only a few hundred feet is painful for you, but your ability to reform it inside is if anything higher than Reed Richards of Earth 616 shows. You can move the location of your brain, and reshape your body in numerous ways, as if it was some sort of moldable, plastic or clay, easily turning yourself into a ball, a thin sphere, a mass of tentacles and limbs, taking on the appearances of others, and so forth. This does allow you to distend yourself to avoid damage from blows, or contain explosions, though as your limit on size is ultimately less so too is the maximum it can stretch in this way so don't try catching falling mountains.

Quick as Silver (600/1000): Like the mutant Quicksilver you possess super speed. In combat you're fast enough to make heads spin, and many enemies seem to simply be standing still, able to run literal circles around foes. You are able to easily reach supersonic speeds, but your maximum speed is hard to pin down, even Quicksilver did not know it in this period, but with room to accelerate it is at least hypersonic. That said, without Fighting Fit, you are slower than Quicksilver himself; with it you can easily reach speeds of Mach 4 or Mach 5, and could run from Greece to America and carry a person back to America in under a half hour if you pushed yourself. Like Quicksilver you also possess superhuman stamina to allow you to run or sprint for long periods, and peak human strength increasing to the 1 ton level with Fighting Fit.

For the higher price your speed is closer to that of Wally West in his showings in JLA/Avengers or the Whizzer. Your acceleration is faster, as is your maximum speed, leaving you handily capable of catching up with and passing Quicksilver even without Fighting Fit, though neither are shown approaching relativistic speeds in this run. More importantly you are capable of using your speed and vibrations of your molecules to do things like stand on water even when not actively running by vibrating, allow objects to pass through you or you to pass through them, and even control the vibratory speeds of your body to allow you to shift into parallel worlds.

Triple Man (600): Your physical capabilities in all fields are three times that which would be expected of your race. You are three times stronger than a normal person, three times faster, three times better reflexes, three times as much endurance, etc. Even your senses are three times more sensitive. With Fighting Fit this would be three times a 'peak human' (or racial equivalent).

Ionic Being (800/1200): Your being has been suffused with Ionic Energy granting you a variety of benefits. You no longer need to eat, drink, or breathe, and you no longer age; you are also immune to airborne contagions. Moreover you possess strength at the 100 tons level, and durability which may even surpass it, but unlike them you are able to fly at low supersonic speeds. You are able to project this energy outwardly as well in the form of eyebeams, though these are on the weaker side as far as superheroic energy blasts go. Finally you are not completely a being of matter, but partially living energy. This makes you extremely difficult to destroy, and most forms of damage will at best disrupt the coherency of your energy form. It is possible, although difficult and typically requiring an emotional anchor, for you to reform yourself from such a loss of coherency. If you are unable to reform before the end of the jump it will count as death.

For the higher price your powers are increased to a similar level to those of Count Nefaria. Your strength and durability are increased to levels similar to those of a Kryptonian, and your speed and the power of your ionic energy blasts are likewise increased. Finally you possess the ability to drain ionic energy from other ionic beings and by doing so render them enslaved to your will almost like some form of vampiric thralls.

Chaos Magic (800): You possess a power similar to that of Wanda Maximoff, the Scarlet Witch. Part probability manipulation, part energy control and manipulation, and part reality warping. The easiest way of thinking about it is probably as low level reality warping. It has performed a wide range of effects, but is ultimately extremely difficult to control precisely, requiring intense concentration, and it does have limits to its powers. At its simplest you pointand will, and let reality change in a way that reflects your desires. This is simplest for destructive purposes; altering something in a random manner is usually destructive. Even so this quick and slap dash use can be used for other purposes; such as willing a dying person to stay alive. But if you want to control exact effects you will need to focus and prepare the energies with a specific intent, and cause more controlled effects such as the controlled implosion of a building. This power can do a large amount of things - calming magical storms, affecting radioactive half-lives, disrupting machinery, flash aging objects, turning ice instantly into steam, cause the fighter craft of space pirates suddenly jerk in other directions to crash into their allies, and nearly endless possibilities - but it is extremely difficult to control, and runs the risk of backfiring, creating an effect that is actively detrimental to you.

Coupled with a means to sense or feel energies, this power can be highly effective at energy manipulation, working to bridge the gap between different forms of magical energy such as the Celtic gods and the Asgardian fire demon Surtr, drain energy from

beings, disrupt energy connections, and break mind control by disrupting the mental energies used to create them. This energy disruption can also make for useful counterspells, disrupting others' attempts at spell working.

This power is limited. You must be able to directly and firmly sense your target, usually this means see it, and you must actively direct the energy; typically this is with your hands. It cannot create true life. It is possible to block it with technological means, as shown by Ultron's protective shielding specifically against it, and some energies may prove too exotic for you to easily affect. Its power is also influenced by your mental state. It is possible to push it above normal levels in a state of madness, helping to force reality to follow your delusional beliefs, but this increases the difficulty for fine control.

With external boosts it would be possible to use this power as more full form reality warping. But you would not have the raw power needed to create Nazi soldiers, summon Dormammu, or create a Kree battleship and invasion force from thin air with just this. This power does synergize well with magic which can sometimes be used to boost it to higher effect - though even Wanda's sorcerous training and powers would not normally bring it to the level of creating even simulacra of soldiers. Replicating the events of House of M would require a rather substantial external power source, and it's worth remembering the House of M reality was inherently unstable and nearly self-destructed due to it, and threatened to damage the multiverse as well in the process.

Living Sand (800): You are able to change part, or all of your body into animate sand, much like that which composes Sandman's form. As living sand you have strength at the 85 tons level, and can control the density of your sand from sandstone to loose flowing sand allowing attacks to mostly pass through you. You can shape your body into almost any continuous form, and incorporate additional sand into yourself to replace that which you have lost or to increase your size. You can even fuse some of your sand into glass. However you cannot change or actively control your sand once it has become glass, leaving you vulnerable to being fused into glass. Being wet also interferes with your control of your sand, and if thoroughly soaked you will lose control of it. If your sand form is destroyed, it can eventually regather the individual particles being drawn slowly back together until you can reform your consciousness and body.

You are able to resume flesh and blood form if desired and change back to sand.

Living Water (800): Like the villain Hydroman, you are able to change your form into one of pure, living water. You possess mental control of every droplet of water that makes up your form, allowing you to gather them back together if you are somehow dispersed or evaporated, the individual particles naturally drawing back together until you are capable of regaining full consciousness and actively reforming; though if you are unable to reform into a functional body by the end of the jump it will count as death. Even so you are able to control this water in many ways, launching it forward in blasts or reshaping it. You are capable of incorporating other water into you, increasing your body mass, launching it out from you, or incorporating it into your form to replenish lost mass.

You cannot control your form if it is frozen or gaseous at the moment, and you are vulnerable to electrocution. When you are in your liquid state, and sufficiently together, you can return to your normal, fleshy state ceasing to be water, and change back into water again when needed.

Living Element (1200): Select a single element from the periodic table. This functions like Living Sand or Living Water above, except you are composed of the element of your choice. Your powers will vary based upon what element you select.You will have more difficulty controlling your body when it is in a state of matter other than its room temperature state.

Adamantium Body (1400): Well body might be a bit of a misnomer. Your body is similar to that of Ultron or Alchema, with its external construction consisting of nigh-indestructible primary adamantium. Your skin and bones are now composed of adamantium, rendering them all but indestructible, and providing you with strength at the 95 tons level. Your internal organs remain flesh and blood however, leaving you vulnerable to sufficient force to damage what is inside of you through your impressively armored shell, and you have a new organ in the form of an organic molecular rearranger keyed to your adamantium body (and only the adamantium of your body) to allow you to move this otherwise inflexible body and if it is damaged you will no longer be able to move this flesh.

You may toggle this power on and off with the same time and effort as changing alt forms.

Verdant Fields (1400): You are connected to the Verdant Fields, the bioelectric connection of all the world's organic vegetation. This grants you the ability to create and manipulate plants - and given Blackheath demonstrated it through manipulation of mold apparently fungus - on a massive scale. You are capable of quickly growing plants in combat-relevant speeds, animating and controlling them, and even creating semi-autonomous minions made from plants. In scope and scale you could cover New York city in a short time, or could cause plants across the entirety of North America - and possibly the world - emit a chemical agent, or pollen at once. You can even turn plants into detection systems viewing locations clairvoyantly through them, or cause them to produce chemicals that would not naturally be produced by their species, including designer drugs (though they still must be created by biological means). This power over plants even extends over sapient and animate plant creatures, allowing you to hijack and control their actions. There is ultimately a limit to how much you can affect at once, and you are limited to planetary range, and attempting to overgrow all the cities on Earth at once would be beyond you.

In addition your body has become as much plant as flesh. This grants you low end superhuman strength and durability, as well as lack of specific organs. Post-Jump this becomes an Alt-Form.

Photon (1800): You possess impressive light based powers. You are able to transform into light, from anywhere on the electromagnetic spectrum, and transport yourself as such at light speed, though you can move slower if necessary. In this light form physical objects will pass harmlessly through you, and with the proper wavelength of light you can pass through most objects. You are also able to convert part of your matter into energy in the form of destructive blasts. Shattering buildings wouldn't take too great a toll on you, an excellent way of burning fat, though an energy blast that electrified half of the Atlantic Ocean would be enough to almost kill you. You are able to focus this light into incredibly fine blasts, and produce it in any wavelength of the electromagnetic spectrum. By interacting with energy you are also able to analyze it, and even if you cannot analyze it you can absorb it and keep it contained in your form to deliver itto one who may be better equipped to do so. Your control over your energy is extremely precise and fine tuned, allowing you to easily harmonize it with that of others, even those who use non-light based energy such as mystical forces, beaming power directly into those who have a means of channeling it allowing you to empower them by beaming them your own power.

Jumper Force (2600): The Odinforce, the Thor Force, the Destiny Force, the Life Force… There's a lot of reality sundering forces around here. And now you have your own. This power functions much like the Odin Force, and if you are an Asgardian almost certainly is the Odin Force in the same way that the Thor Force is. It is a mystical energy force which can be used for nearly any purpose, from augmenting your own power directly, to serving as a truly staggering store of magical power, to brute reality warping. While its functions are nigh infinite, it does have its limits. Overuse will see you left drained of its power, needing to go into a deep, recuperative, often month long sleep.

Like Thor when he possesses the Thor Force, or Rick Jones when he possesses the Destiny Force, you will begin with far from full access or the skill with this power. And (as a human) this power will cap well below the upper showings of Odin with the Odinforce (so you will not be creating suns from the heat of your magical battles, or casually giving Jane Foster powers to equal Thor on the condition she use them as a hero), or even less supreme uses. Even so you could passively increase your abilities from the level of a human to those of an Asgardian, with only a passive drain on this force, create or destroy objects or even entire buildings, power spacecraft, temporarily grant superpowers, and generally use it as a high powered omnitool. You won't be waving your hand and closing a hole in the Earth after a fire giant ripped out a hunk and tossed it at you making the moon, and then starting the Earth's rotation, or after an exhausting hours long battle against a planet consuming robot that sees the moon exploded as collateral damage, reforming the moon about the robot as a prison, but by straining the force to the point of needing to enter the jumper sleep you could possibly rebuild an entire city, or empower a group of heroes with the energy needed to temporarily punch through force fields that'd stop even Mjolnir. And with mastery you could obtain substantially more access to this force, and much greater finesse; temporarily calling legions of entities from other possible timelines or freezing entire space armadas in place or destroying them would be well within your power.

If you purchased a more mystically or psychically powerful race in this jump, this power will be expanded to scale. As an upgraded Asgardian you would begin as equal to Thor when Odin died, the passive empowerment enough to allow you to reshape Captain America's shield with brute, physical force (and Mjolnir), and potentially remaking the moon molecule by molecule. And with the same potential heights. As an unupgraded Asgardian you'd be significantly less impressive, but still somewhere between a human and Odin's heights. As a full price Kryptonian you would be above an unupgraded Asgardian, and as a reduced price one you'd be somewhat below one. As a Living Planet

you would almost certainly be able to surpass Odin and/or Thor given time and learning to shape these energies.

Master of Gravity (3000): You are the master of gravity. Once you have begun to truly master this power you can manipulate gravity to reshape miles of landscape, create floating islands, or with concentration lift a pebble in China from the west coast of the US and send it through someone's head in Australia. You can create gravitational force fields capable of tanking nukes or surviving proximity with the sun. You are able to sense the world through gravity, sensing disruptions in the gravimetric field such as other gravity based powers, or just using this to feel the size and shape of masses all across the world to find a small rock and a person's head. You can also negate only certain specific gravitational forces - such as negating the Earth's gravity but not the Sun's - and use your gravity powers to increase the density of your own flesh to render you super durable. If this power is fully realized, something that should easily be possible by the end of the decade, you could lift a dozen cities into the sky simultaneously from all across the world while also topographically restructuring the surface of the Earth to resemble your face, and also restraining several teams of heroes. You aren't invincible - a being like Thor or Wonder Man could hurt you with a punch if you gave them the chance and you still have biology - but you're a threat to the world with all of its teams of heroes mostly limited by your ability to multitask and your own psychology. This power can even be used to create spatial wormholes, allowing you to transport people to another world on the opposite side of the sun. You are a world class threat.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items, and additional copies of items costing more than 50 CP are discounted (but not free) if they were not discounted already. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Costume (1 Free; 50 CP each after): Everyone has to have one. You get a costume of your own design which adapts itself to your form and powers. Should you change your shape it changes with you. Should you be able to light yourself on fire it can withstand the flames unharmed and without hindering them in any way.

Can be merged with any other clothing or armor item you purchase in this jump.

Motorcycle (50): This is a surprisingly robust and durable motorcycle. If damaged or destroyed it'll repair/replace itself with one that's good as new within 24 hours, and it will keep itself automatically maintained and even refuel when not in use. This motorcycle is a real all-terrain vehicle as well, able to be driven to hop from rooftop to rooftop with ease if you feel the need to avoid New York City traffic.

Ant-Man Helmet (100): This helmet contains the equipment to communicate with and command insects through electromagnetic means with a range of approximately a mile. This can take time, especially with unfamiliar insects and insectoid species, but can manipulate entire colonies of ants, or call them flying to you from great distances. The helmet also has radio communication equipment.

Atomic Steed (100): This is a flying machine ridden much like a motorcycle or a horse, almost the sort of thing that would get called a skycycle. Fast enough to be used as a means of transcontinental flight, nuclear powered, and like most vehicles here it will automatically maintain, refuel, and repair itself when not in use. It is rather maneuverable, and its small size provides it with advantages as well. Though you'll need some breathing apparatus or superhuman powers if you want to be able to breathe while it is flying at its full speed or potential altitude.

Flight Suit (100): This suit, similar to that worn by the Falcon, provides a pair of hard light wings and the ability to fly. It is capable of reaching max speeds over 250 miles per hour, though still limited to subsonic flight, and it possesses combat worthy maneuverability. There is also a grappling hook launcher in the left glove as an emergency measure.

Stingray Suit (100): This suit is designed for underwater usage. It possesses the ability to operate at up to 1200 feet beneath the surface of the ocean, and to draw oxygen out of the sea water in a manner breathable for its wearer. It has ray inspired gliding fins that, in addition to providing high speed underwater movement, can allow for short range gliding leaps outside of water. As powered armor it does provide some defensive utility, as well as sufficient strength to put one in the low superhuman range (1 ton level), has a communication system built into the helmet, and even has low end electroshock weapons in the gloves.

Cyclone Suit (200): This suit grants its wearer the ability to generate powerful winds. These winds can be used to allow you to fly at high speeds with excellent maneuverability and acceleration to maximum speed, enough to dodge or fly circles around many would-be enemies, though don't try it against someone as fast as Quicksilver. These winds can also be used offensively, able to lift other individuals, or tear down buildings.

Fifth Richest Man in the World (300): This seems to be a large deal of cash. How large? Large enough to place you as the 5th richest man in the world (that is Earth in this case) in net worth. While it may not seem like much compared to the likes of alien technology, divine artifacts, and Stark's finest technology, money can buy you a great many things.

At the start of each jump this supply of cash will be enough to make you the 5th richest man in the focal civilization of the Jump. In a Jump that takes place mainly on Earth, but in a globalized sense and extends to the cosmos (like Marvel) this would be Earth. In a Jump that takes place in Japan with only some outside influences, this would be Japan. In a Jump that took place in a galactic civilization this could be 5th richest man in the galaxy (in a 40K jump you'd probably be the 5th richest person in your faction ignoring other factions).

Floating City (300 CP): A bit of a fixer upper. This is a floating city, like the Attilan of Counter-Earth, constructed with non-human science and which has fallen into a bit of disrepair. Still this is a full-sized city, designed with post-human technology to be relatively self-sufficient, and capable of flying through some form of anti-gravity technology. It would not be impossible to modify it to become a spaceship with the proper scientific knowledge. It is not, however, armed or built for battle. Nor does it come with a crew or an instruction manual.

Helicarrier (300 CP, Discounted with V-Battalion): This aircraft, however, does come with a crew and an instruction manual. Powered by an engine salvaged from an interstellar ship, though guaranteed not to have a twin on Counter Earth capable of creating a pair of linked black holes that will consume both planets if not closed. This is a flying aircraft carrier, fully equipped for battle. While its weapons are ultimately not too impressive - it is an aircraft carrier not a battleship - it does have some shield systems, though expect them not to stand up to superpowered blasts for long, and energy weapons of its own. Its main armament, though, is the small fleet of one-man air fighters which it houses, along with the means to refuel and maintain them. While these one-man fighters won't automatically refuel, repair, and self-maintain, the main ship will.

This ship is also designed for high end stealth. A cloaking system hides it from electronic detection, and can even hide it from visual detection though it won't be able to use its shields or weapons during such a situation. While someone like Doom, Kang, or even Stark could track it if they put their mind to it and worked it out, the technology is sufficient to hide you from the governments of even this world, and from most casual sensors in place such as those of the Avengers.

The crew for this ship are loyal to you first and foremost, and trained in its operation. Any destroyed air-craft or killed crewmen will be replaced at the beginning of the next jump.

Armor of Conquest (2000 CP): This is armor fit for not some mere king, but for a divine pharaoh or a conqueror. While it only provides low end enhanced strength (2 tons level), it provides impressive armoring functions though still less than Iron-Man's armors. Of course that is only if they manage to bypass its forcefield which can withstand point blank nuclear explosions, and is stronger than Iron-Man's own able to withstand repeated blows from entire groups of Avengers (though they can eventually overpower it). Its energy weapons are likewise somewhat stronger than Iron-Man's own. But these are mere toys. This armor includes some of the technology Kang uses for temporal manipulation: travel to the future and/or the past; observation of alternate timelines; cutting an area out of time so that you and those in the area can act between moments; freezing time in an area; potentially manipulating the flow of time in an area; even helping to shield you and others against temporal manipulations. If one was willing to fully indulge in the use of this armor's technology, without regard to honor, they might be close to undefeatable; at least in any confrontation not against another master of time.

Hero Items:

ID Card (100): This simple ID card functions as all the legal IDs you legally possess, consolidating all your security passes, and the like. It also serves as a highly secure communicator with the signal strength to force its way through most normal means of jamming signals, or to function through most structures.

Quinjet (200): Originally designed by Black Panther, this is a hypersonic jet capable of transporting you, and a small group of others. It will automatically self-maintain, repair, and refuel when not in use, and will be replaced within 24 hours if destroyed.

It is possible to modify this vessel for use underwater, or as a spacecraft, though it will need some additional power source if you want to go fast enough to reasonably traverse interstellar distances; Mjolnir being the Avengers' go to choice.

Mansion (400): This mansion can house you, and a team of super powered individuals or companions, in comfort and style. The basic household expenditures, including repairs from superhero fights, will be covered by the Jump-chan Foundation, though if you want to host galas and balls you will have to cut the check for catering yourself. Still the support crew, utilities, taxes, and basic food supplies will be covered free of charge. And this mansion does include a support crew from a butler and team of servants beneath them, to teams of engineers who can maintain even supertech machinery, and will quickly learn to maintain any technology you can teach them to maintain; the servants likewise are adept at learning care for strange creatures, or even just how you like your tea and cookies.

The mansion includes all the amenities you'd expect from a superheroic base. Underground hangar bay for storing your supersonic jets, spaceships, and giant robots. An automated defense system which will react to and non-lethally apprehend would be intruders, while sending off an alert in case they prove too dangerous. And a training room capable of allowing you to train in a challenging but non-lethal method no matter how powerful you become.

Power Prism (600): You have come into possession of (a copy of) the Skrull Power Prism. This power prism, usually worn mounted in a glove as part of the costume created with its power, allows you to channel your will through it to create various constructs made of hard-light energy. You can make multiple such constructs at once, and the stronger your will and concentration the more powerful they will be, though some individuals may still be too strong for them. Even so you can create a variety of shapes

and constructs of pure rainbow colored energy. These constructs do have a weakness to ultraviolet light, and a powerful enough source of it can dispel them.

For an **additional undiscounted 400 CP** you instead possess (a copy of) the Quantum Bands. While you haven't been chosen as protector of the universe by Eon or Epoch and therefore gain no cosmic awareness, these bands are substantially more powerful. Drawing energy from the limitless power of the Quantum Zone, they are strong enough to create forcefields that could briefly contain Wonder Woman or Thor, and to control skyscraper shaped constructs and create larger ones than even that. Of course a higher cap for the power level and size of constructs is the least of their advantages. They are capable of creating permanent constructs, or ones that dissipate after a preset time frame. They are also capable of a great deal of energy manipulation and absorption from outside sources; with the help of a machine to transfer the energy inside of him, Quasar was able to safely contain Ego's full power for some time (before it apparently escaped off panel), and has been able to without assistance other than the Quantum Bands drain and absorb energy from various beings before. It is also capable of detecting various energies, tracking them, and even creating monitoring systems from its quantum energy constructs, either as an invisible energy field around a planet that can alert you whenever something above a certain size passes through it as long as you are on the planet, or miles high monitoring dishes capable of observing a planet for threats. Finally it is capable of jumping you, and others nearby, through space, though this is inaccurate enough to not be safe to perform within the orbit of planetary bodies, barring the assistance of an incredibly powerful analytical system such as the Kree Supreme Intelligence.

Villain Items:

Seed Money (100): For the number of villains who become such simply to make a buck, it's pretty expensive being one. You've got to furnish hide outs, got to hire henchmen, and they aren't buying those beekeeping suits themselves, and then there's the cost and maintenance of your super suit. It's enough to bankrupt someone.

Whether it's money from a successful job in your background, or maybe your first check from the likes of Justin Hammer, here is $100,000 to get you started. At the start of each future jump you'll get the equivalent in local currency.

Hide Out (200): This externally nondescript building possesses several rooms, and several more underground, and its own functioning power and water supply not linked to any external system. Besides being a sturdy and self-sufficient building, this base seems to be particularly hard to notice if you aren't using it at the moment. As long as you, or your allies, haven't been acting out of it, you'll find that your enemies have a hard time finding it, much less connecting it to you. Even once you start staying here, as long as you keep a low profile, you'll be harder to track down than would normally be expected, making it a good place to duck out to and hide until the heat cools off. And yes, it is air conditioned.

Crimson Cowl (400): This hooded cape is an impressive feat of technological engineering. It can stretch and expand to attack and grapple enemies, even to the extent of being used to create multiple combat tendrils at a time, dividing its fabric between multiple fronts. It can also be used to levitate yourself aloft, or even fly at speeds similar to those of a human walking. Most impressively it is capable of teleporting the wearer and others with them on a planetary range, creating a flash of light of up to flashbang intensity when it does so. Finally the cowl can be mentally commanded by you within a short range, not requiring it to be worn to have its effects.

Ultrons (600): You are now the proud master of 100 robots of varying sophistication, though most are similar to the most common ultron models shown in the Ultron Unleashed storyline, strong enough to threaten weaker Avengers, or with sufficient numerical superiority and the presence of one or more of the elites below, beat down an Ionic Being such as Wonder Man. 10 however are built from secondary adamantium, though not nearly up to the quality of the Adamantium Body power, which would be primary adamantium, these are still significantly stronger, and virtually indestructible, able to withstand the full force of beings such as Wonder Man for some time, though

Thor not holding back could take them out in a matter of blows. Even so they are highly resilient, and highly powerful mechanical death machines.

For **an additional undiscounted 200 CP** you can increase the total number of robots by an order of magnitude (from 100 to 1000) though the number composed of secondary adamantium will only increase by 10. You may pay this additional price multiple times to continue to increase the number of total robots by an order of magnitude and the adamantium ones by merely 10 each time (so for 700 CP as a Black Hat or 1000 CP otherwise you could have 10,000 robots, 30 of which would be adamantium; for 1100 CP as a Black Hat or 1400 CP otherwise you could have 1,000,000 robots, 50 of which would be secondary adamantium).

Shades of Gray Items:

Bio-Plasmic Disguise (100): This high tech mask shifts facial structure and looks more like highly sophisticated plastic surgery than a mask when active. The mask is set to a specific face and wearer, though with sufficient technological skill it would be possible to change the visage. You may have the bio-plasmic disguise as a subdermal implant, or as a wearable mask that seems to merge seamlessly to the human eye with your skin when worn.

V-Wing (200): This is a V-shaped aircraft. Completely open top and ridden like a flying board simply by standing on it. While slower and less armed (or protective) than a Quinjet, it is large enough for a half-dozen people to comfortably fit on, fast enough to be used to transportation across multiple states in a relatively timely manner, and most importantly significantly more maneuverable than the Avengers' favorite vessel, mobile enough for combat use in a city such as New York City.

Sonic Carapace (400): Consisting of bracers, greeves, pauldrons, and a gorget, this suit is filled with sound controlling and manipulating technology. When worn it will allow you to produce solid sound constructs through the use of screams. These constructs function much like hardlight, although they are composed of solidified sound that is visible as pink constructs. These constructs can be used as concussive blasts, to create shielding barriers, to create wings, or various other functions based on your imagination. Once created they can be maintained for a few minutes without actively forcing you to scream again. Overuse, especially creating too powerful or large constructs, can strain your voice causing you to lose it for some time.

In addition to these constructs, you are capable of subsonic modulation of your voice through this carapace, allowing for low level mental manipulation and influence. This is difficult, and the effects are relatively slight, but it is possible.

Moonstone (600): You possess a Kree Moonstone. This stone grants a variety of powers, specifically those shone by Karla Sofen or Moonstone. You can absorb this stone into your body for safekeeping, and it will be possible to remove it again non-lethally, and it will not risk damaging your brain and mind like it did to the other Moonstone. This stone grants it wielder superhuman strength in the 10 tons level, but that is by far the least of its benefits. It is capable of providing flight by shifting gravimetric fields, though its maximum speed is subsonic. It can be used to fire light blasts that can blow holes in steel plates, or used to augment physical blows with this same energy. Finally it can be used to turn its wielder intangible, allowing them to pass through physical objects and most

forms of energy blasts; even fully intangible you can still be affected by gravity however. Finally the moonstone can also be used to create a costume based on your own mental design.

This Moonstone will not provide exponentially increased power with the use of a second moonstone. For **an additional undiscounted 400 CP** you have two moonstones. While they won't give you the full, world-breaking power of Karla Sofen when she was fueled by the energies collected by Project: Liberator, or Zemo's power over spacetime when he possessed them in *New Thunderbolts* and after it returned its name and numbering to *Thunderbolts* volume 1, you will have the powers that Karla showed when she was initially in possession of the two Moonstones. Your strength is increased by an undefined amount - placed for our purposes at the 80 tons level - with your durability similarly increased when you choose to remain substantial, and your energy blasts increased in power to close to those of the upgraded Marvelous. Your flight, likewise, is made substantially faster at max speed. But the greatest ability is your increased gravitational control allowing you to create and manipulate spatial warps, capable of connecting two locations temporarily or teleporting multiple fighter jets, simultaneously, from a range.

Outsider Items:

A Fishing Boat (100): This is a fishing boat intended for multi-day, or even multi-week fishing trips though able to be crewed by a single individual. This boat is mostly normal, though it will maintain and repair itself automatically when not in use, but time spent on it is abnormally relaxing and calming, making trips on it particularly useful for reducing stress.

Anti-Metal Supply (200): You possess a small supply of antarctic vibranium, or as it is also known anti-metal. This metal creates vibrations that make most other metals melt. While virtually indestructible primary adamantium will hold up for some time, even it will become fragile enough to be broken by sufficient force within moments of exposure, and prolonged exposure will melt it. Other metals will dissolve quickly. Mystical uru was apparently unaffected. Comes with a container to contain this deadly vibratory radiation and prevent it from destroying all metal nearby. You will get a new container full of anti-metal each year.

Jumper Understanding (400): The Jumper Understanding, or whatever you choose to name your new cult, is a new, up and coming religious movement in a major country of your choice, though with the potential to go global. Whatever it is called, this religion has over 1 million adherents, temples across the nation of your choice, and are devout followers of the message you choose. Your position in this religion is up to you, messiah, founder, pope, or just a member in good standing.

This church structure will provide you with information, potentially money and bases, and influence. Its followers are particularly talented in infiltrating media and governmental structures and turning them to the advantage of the cult. Its followers are also very, very loyal to the professed ideals.

In future jumps this cult will scale to the scope of the setting. In a setting focused on interplanetary interactions you might have a religion that is a major force on a world, or even a galactic section. In another focused purely on a single major city, you might have a single church building.

Universal Weapon (600): The weapon of a Kree Accuser, the universal weapon is a hammer shaped multi-tool. This weapon provides the wielder with the ability to fly, can enhance the force of its blows enough to hurt Thor, project high power energy blasts, create force fields capable of withstanding - at least for a time - the force of multiple Avenger's including Wonder Man and Iron-Man's concerted efforts, and can even be used to rearrange the molecular structure of matter in a short range. A security system will

prevent unauthorized wielders from using its functions, and discharge a powerful shock if they attempt it.

Scientist Items:

Energy Gauntlet (100): Looking like something that'd belong as part of a suit of powered armor, this gauntlet possesses a palm mounted energy weapon. On the lower end of such weapons it lacks the power to vaporize a human, or even kill one in a single shot, but it might stun or knock them out. It is rather effective for hurting armored targets, or frying robots though.

Mobile Armor Cyber Harness (200): This powered armor is something like a wearable fighter jet. At least the max speed is similar, though the maneuverability is greater especially when not going at maximum speed, and unlike a fighter jet it is capable of continuing to ascend into the vacuum of space and beyond. It's highly protective, though it is better at protecting against energetic assaults as opposed to penetrative damage, and contains an internal air supply allowing it to function - at least for a short period - both in the void of space and underwater. The strength provided by this powered armor is only slight, putting it at the 5 tons level, but it provides numerous onboard weapon systems to make up for this deficit, including various lethal and non-lethal options running the gamut from energy weapons - albeit on the relatively weaker side - and missiles, to (rubber) bullets and (knock out) gas based weapons.

This suit is controlled by cybernetic uplinks in the helmet, allowing you to control it by thoughts without needing to manipulate awkward controls. The suit is capable of electronic communication via radiowaves - it is wi-fi and bluetooth capable among others - and possesses electronic chameleon systems to help disguise it against electronic detection systems. It has sensors to detect radar, and widebands of the electromagnetic spectrum, as well as to enhance your hearing, and the range of your vision.

Tech-Pack (400): Controlled by a microchip in your brain. This collection of technological components can be reshaped and controlled with your mind, allowing it to reconfigure into a variety of technological constructs of your design. It is capable of interfacing with other technology to incorporate it into the Tech-Pack and manipulate it in a similar fashion, either to hack computer systems or to physically incorporate it in case you do not have all the parts you require for a certain design. Even without incorporating other technological components, the tech pack can still make a variety of manipulator arms, energy weapons, sensors, and transmitters.

Knightly Armor (600): Don't let Tony Stark know you have this. Seriously, he gets touchy about other people having Stark Tech based suits. Still this is a match for the sort of suits he wore in this era. The suit provides impressive protection against brute force, and strength at the 80 tons level making it simply strong enough to fly through lesser suits of powered armor and tear them apart. Enhancing this defense it possesses energy induction grids allowing it to draw on energy sources - including hostile attacks - to recharge its own energy supplies and provide energy to fuel its various systems including protective forcefields, and an electrical charge across the surface of the suit to harm or even blast away those who attempt to beat through the suit or grapple it. It is capable of hypersonic flight approximately Mach 8 at full acceleration, though in combat situations it typically flies much slower, and can hover with a localized gravitational field. An internal air supply system ensures that it can be used for both space and undersea purposes, though it is not designed for deep submergence, or sustained (multi-hour) missions without oxygen. It possesses energy weapons in the form of repulsor beams, powerful concussive force beams, though this repulsor tech can also be used to catch objects and people, in addition to these repulsors it includes sonic, magnetic field generators, explosive missiles, pulse blasters, laser welding torch, and more, all with computer-assisted aiming systems. It has a telecommunications suite which allows it to access and hack other nearby digital systems, and would be the envy of many AIs, and elaborate firewalls and protective programs, an interface spike can also be used to manually connect with electronics, serving as a sort of universal input device in the form of a metal spike that is stabbed into the device. Among these protective programs are technological countermeasures for telepathic manipulation and control, helping to shut your brain off from outside influences when wearing it. Its sensors can track and distinguish a vast array of energy signatures, record conversations, film what it sees, and possess augmented visual and auditory sensors, as well as seismic, thermal, and mri sensors to name a few. This may very well be the greatest single weapon system ever developed by humans of this universe.

Comes with a wrist watch that possesses a button that will cause the armor, in a folded up form for ease of transport, to fly to your location and help you don it.

For **an additional (undiscounted) 400 CP** you can get a version of the Thorbuster Suit. Designed as a countermeasure for Thor, and powered by a mystical Asgardian crystal. This armor possesses Thor level strength, and is nigh indestructible to physical force - leaving it at least comparable to secondary adamantium though still below primary adamantium - and access to a small amount of the Odinforce enabling it to perform magical feats including stopping Mjolnir in its tracks. Its other weapons are likewise

increased to levels similar to Thor's showings with Mjolnir. As you're unlikely to be fighting Thor exclusively on your chain, its design to siphon the Odinforce to increase its power has been altered to allow it to absorb mystical attacks like the armor already could absorb more traditional energies, and siphon off magical energy, and use them temporarily increase the power of this armor.

This armor is large enough to wear another suit of powered armor underneath it. It even comes with a secondary suit of under-armor as part of it, which functions like the unupgraded version of Knightly Armor. This under-armor can be worn separately.

Spy Items:

SHIELD Suit (100): Here's your personal spy jumpsuit. It comes with a jetpack and gun. The gun comes with self-replenishing ammunition and won't jam on you. The jetpack allows for flight and aerial maneuvering. Alternatively the jetpack can be replaced with a 1 person V-shaped glider which you can stand on as it flies. It will be faster than the jetpack, though you risk falling off of it.

Gimmick Weapon (200): Choose one of the below, each time you purchase this item you may choose another option from the list below.

Alien Blaster - Maybe it's Kree, it's probably Kree. This is a simple pistol, or at least an energy blaster. It is capable of being set on a non-lethal stun, or cranked up to blast holes through tanks. It won't be doing more than annoying the Hulk or Thor, but lower level superhumans can be brought down with it. In addition to this destructive beam, it is able to fire obscuring 'black light' energy fields, blinding luminous beams, or hard light lasers. Recharges itself automatically when not in use.

Hawk's Bow and Arrows - There's nothing really special about the bow, other than it simply being of the utmost quality, perfectly balanced and with a pull weight that seems to grow alongside your own strength. It comes with a resupplying stockpile of trick arrows, however. These include electroshock arrows, arrows which produce weak EMPs, TNT arrows, blunt and non-lethal arrows, knock-out gas arrows, vibranium arrows, and more such technological trickery. These technological gimmick arrows will restock quickly, not during a battle any time you have a chance to plausibly resupply, such as returning to a base or your warehouse. There are also included a few arrows imbued with the Odin Power to allow them to hurt even Thor level entities; you won't be killing Thor in a single shot, but these arrows could puncture his skin and injure him. Similarly included are arrows imbued with Chaos magic to help them disrupt magical entities such as spirits or demons and channel emotional and spiritual energy; with the right supply of energy you could banish Mephisto for a time even in Hell, though we're talking about the heroic sacrifice of a soul which is itself being fought over by Hell and heroes. These magical arrows resupply slowly. You'll have only about 3 or 4 at a time, and it will take at least a year to regain each one used, so use them carefully.

Makluan Sword - This sword incorporates alien technology within it. It possesses several buttons which allow for the activation of specialized tools within it. Namely it can release a spray of knock out gas, an electrical blast, gouts of flame, a beam of concussive force, or a beam of energy that can disintegrate non-living matter (though don't expect it to

work on particularly resilient alloys like Iron-Man's armor much less vibranium or adamantium).

Patriot's Shield - This is a round shield with a design on it based on the flag or symbol of your choice; a star in blue surrounded by 2 red and 1 white rings is classic, but maybe you follow another symbol. This shield is made of a vibranium alloy, as well as adamantium if you ask Steve Rogers though Jarvis will assure you it is not and has never been partially adamantium. Whatever its exact composition it is nigh-indestructible, requiring something like Thor with the Thorforce, or the Beyonder to damage or destroy it with raw force. It is perfectly weighted for throwing, and makes banking or ricocheting shots surprisingly easy. While it'll still take some real skill to send it bouncing around a room hitting enemy after enemy, it is ridiculously easy to get it to come back to your hand; even a novice could throw it up to hit a helicopter and have it come back to their hand from the side. Your shield is guaranteed not to have sonic cancer that will turn all vibranium on the globe into increasingly powerful explosives.

Photon Shield - Actually a simple, looking at least, glove. Electronics inside allow it to produce a force field synth in the shape of a shield. By simulating a vibranium matrix is able to absorb impact energy and redirect it, even better than Captain America's indestructible vibranium alloy shield. It would be capable of holding up most of a collapsing steel frame for a future skyscraper, or stopping the charge of the Rhino and sending him flying back. Besides this defensive function, it is capable of being launched like an energy attack; the shield won't ricochet and can't be banked or curved, but it will project this absorbed energy outwards and destructively before being able to be projected anew from the glove. It is also capable of reshaping itself into varies melee weapons, such as swords, daggers, and even bo staffs. Be careful about the circuitry, though, while it is reinforced it's far from indestructible, an EMP, a blow to the glove by a super strong foe, or anti-metal could destroy it.

Scourging Spear - This spear is made of an advanced alloy. While not indestructible, it will always remain strong enough for you to use it in combat without being damaged by the force of your use, and harder than ordinary alloys. The spear can break apart into two smaller weapons, or be rejoined. These are the least of its abilities. When whole he spear can project concussive force strong enough to knock holes in stone walls, or expend its energy supply in a blinding flash - though it will take minutes to recharge for another such flash. A small supply of Pym particles in the spear, allow it to shrink down to toothpick size for easy storage and carrying, and it can be caused to resume its original size by a simple touch and act of will.

Widow's Bite - A pair of wrist-mounted 'gauntlets', consisting of bracers of wrist cartridges. These cartridges contain essential tools of a super spy, projectile gas pellets (tear and knock out), grappling hook launcher (100-ft long), radio transmitter, and the eponymous widow's bite, a powerful electroshock with a range of at least 20 ft.

Scourge Armor (400): This suit of high tech armor provides a variety of weapons, defenses, and tools for infiltration and subterfuge. Technology in the boots to improve jumping height/kicking strength to superhuman levels, enough to remove a human's head with a kick if used. An energy weapon in the helmet provides a lower level superhero energy blast, and a weapon in the gauntlet is capable of releasing a blast of shards of ice in a shotgun-like blast at high velocity. It possesses a pym particle supply that allows you to shrink down prepared objects or enlarge them again as a sort of 'inventory'. These pym particles can also be used to shrink yourself down to potentially microscopic sizes, though you won't be shrinking down to the size of a single cell with this suit. These pym particles can also be used offensively, to shrink non-prepared objects or people, though it will require a larger amount of your supply than it would for a prepared object and unlike prepared objects you will have to wait for them to wear off. Still you have enough of a supply to potentially shrink down a kaiju sized giant to subhuman sizes; though that was expend your supply. Your pym particles will resupply over time. Finally it possessesa stealth field capable of turning it invisible and hiding it from electronic surveillance, as well as a hologram projector that can disguise your face or the entire armor to allow you to walk around fully armored and have people see you as an ordinary civilian, or even one of your enemies.

J Battalion (600): There are many organizations of spies and secret agents in this world, and now there is another one. You are now the proud supreme commander of an espionage organization. You can choose whether to work with the world's governments, or be an illicit and criminally fueled organization.

Now this won't be anything on the scale or influence of SHIELD or Hydra, but more along the lines of the V-Battalion or the Imperial Forces. Your organization will have a regional influence and power base, something along the lines of being spread throughout Europe but based in a single country, or spread throughout the USA but based in a single state or region. Still you will have an entire organization at your beck and calls, including highly trained operatives, a small number of superhuman operatives, comic book spy technology, and connections with the international espionage community.

In future jumps it will scale to the scope of the setting. In a setting with a national scale it'll probably be more based out of a city. In a setting focused on an interstellar

empire/community it will be more likely to be based out of a planet of a sector (depending upon size).

For **an additional undiscounted 300 CP** this is now something closer in scale to SHIELD or Hydra. The scope and scale of your organization has increased. Your organization is now one of the largest and most elite espionage organizations in the world with dozens of bases, international reach, small armies of operatives, mandroids or other similar robotic operatives, and more.

Warrior Items:

Armored Costume (100): From Captain America's chainmail, to Thor's armor, sometimes a warrior prefers to have some defensive wear. This is a light suit of armor which does not impede your movements, and possesses the same capabilities as the free costume (above) as well as serving a direct defensive function. The armor is capable of stopping some light gunfire, and while it won't stop heavier calibers it will at least slow them. This armor will scale somewhat with your durability; while not guaranteed to exceed, or even meet, your own durability, it will always be strong enough to be a meaningful ablative shield to at least weaken blows that could hurt you for a time. If it is damaged or destroyed the costume will be repaired/replaced within 24 hours.

Gimmick Weapon (200): Choose one of the below, each time you purchase this item you may choose another option from the list below.

Alien Blaster - Maybe it's Kree, it's probably Kree. This is a simple pistol, or at least an energy blaster. It is capable of being set on a non-lethal stun, or cranked up to blast holes through tanks. It won't be doing more than annoying the Hulk or Thor, but lower level superhumans can be brought down with it. In addition to this destructive beam, it is able to fire obscuring 'black light' energy fields, blinding luminous beams, or hard light lasers. Recharges itself automatically when not in use.

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Sword of Might (400): Perhaps Brian Braddock and his Meggan gave you a choice, perhaps you got it from Roma or even Merlyn, though when they ran things choosing the sword was an instant failure, maybe you're not related to Avalon in any way. However it happened, you possess a copy of the Sword of Might.

This sword is magically indestructible, and magically sharp. It is able to cut through up to a foot of steel with ease, at least with the strength the accompanying costume grants you. The sword allows you to summon the costume of the Captain Britain Corps (and you may import another costume into this one). This magitech suit uses mystical circuitry to channel magical energy. This magical energy reinforces your body, granting you super strength on the level of Warbird, the ability to fly, and the ability to project this magical energy as offensive blasts or a fairly powerful force field. Just remember this is a normal Captain Britain suit, it won't be matching Brian Braddock's feats, and isn't powered by your confidence; the need to be close to Britain is long gone, though.

Hammer (600): Made of mystical uru metal and enchanted, while it won't give you Thor's strength or powers, it does possess Mjolnir's other capabilities. This hammer is amplifies the force of your blows, can be used to fly, returns to you when called (capable of smashing through planets if they get in the way), can open portals between locations and dimensions, can project the Anti-Force capable of vaporizing mountains (and perhaps destroying planets), as well as possessing great capability to absorb and manipulate energy. By focusing them through this hammer you can also massively amplify any energy blasts, or energy manipulation powers you possess, or utilize your own life force in a powerful destructive blast; as Thor has shown, you can further empower the former by performing the latter.

As it was not made for Thor, this hammer does lack a worthiness enchantment. But it will resist use by individuals other than you.

If you'd prefer another melee weapon, it can be another non-powered melee weapon of your choice, or you may import a melee weapon of your choice into this one (even if powered).

For an **additional 400 CP** the hammer may retain the temporal energies which Mjolnir once possessed, but Thor sacrificed. This will allow it to open portals not only between dimensions but into the past or future.

Witch Items:

A Costume for Every Occasion (100): Here is a whole wardrobe of costumes, dozens in number. Each one is in a different style, and design, while still managing to keep to your themes. Each of these costumes will work for you like the free costume above, but they will provide you with the variety you might need if you want to change your style, or just need a costume that's appropriate to wear at a formal event. New costumes will be added to this wardrobe periodically to help you keep up with the latest fashions.

Infernal Staircase (200): This doorway, in your warehouse or another property of your choice, leads to a staircase which leads to another dimension. This won't lead to alternate timelines, or parallel Earths, but at the start of each jump you can select a dimension in the setting for it to lead to, allowing you access to that dimension. While you can open the door from both sides, other individuals will not be able to open this door except from the side in your dimension.

Mechamage's Armor (400): This suit of powered armor doesn't provide superhuman strength, though it will provide roughly peak human strength, and isn't going to make you tougher than a tank. What it does have is sorcerous circuitry which makes it an excellent conduit for spells capable of acting as a magical focus similar to a wand, sensors for identifying magical energies and spells, and an onboard dumb AI which assists you in combat. This AI serves multiple functions. It has threat assessment programming, able to be programmed to recognize certain threats, including accessing the sensors for magical energies to identify spells and suggest proper countermeasures. It is capable of going a step further, and automatically casting magical spells, using your magical energy. It is probably best for you to have it stick to simpler spells, as it is still ultimately a dumb AI and anything that requires focus or active control would be beyond its ability to perform.

LARPing Kingdom (600): The sorcerer supreme of the Hyborian Age, Kulan-Gath, possessed a master spell which could transform a city into his domain rewriting anyone inside of it - without protection against magical transformation - into someone that would have fit in the Hyborian Age - or a sword and sorcery story - where he was the beloved and respected monarch. You now possess a city under a similar spell, though those affected by its magic will recognize you as its absolute monarch. This medieval city is now yours, and those who are brought into its boundaries will fall under its spell until they leave it; a spell which places you as the beloved and respected monarch. For **an additional undiscounted 300 CP**, this is no longer limited to a city, and is now the size of a small state or country.

Companions:

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

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 100 CP you pay you may recruit 1 canon character who was part of the Avengers, Masters of Evil, or Thunderbolts during this period (excluding those whose participation in the Avengers was limited to issues 1-3). For every 200 CP you may recruit any character who showed up in Avengers vol 3 or Thunderbolts issues 87 or earlier.

Canon (Varies): For 50 CP you may recruit any canon non-powered civilian from the Marvel universe during this period (even if not in Avengers vol 3 or Thunderbolts vol 1). For 100 CP you may recruit a canon character who served as a member of the Thunderbolts or Masters of Evil during this period, who was a member of the Avengers during this period outside of the grand Avengers roll calls at the start and end of the series. Avengers are discounted to White Hats, Masters of Evil to Black Hats, and Thunderbolts as well as any Avenger who has a criminal past (such as Quicksilver, Wonder Man, or Scarlet Witch) to Shades of Gray. For 200 CP you can recruit any character short of cosmic entities who showed in Avengers Vol 3, or Thunderbolts Vol 1 before the change to New Thunderbolts; heroes are discounted for White Hats, villains for Black Hats, and characters who have crossed the line back and forth for Thunderbolts. For 400 CP you can recruit any Marvel character who existed in this period, or any character who showed up in JLA/Avengers, beings below the level of Ego the Living Planet will be discounted based on their alignment like with the 200 CP tiers, beings such as Galactus and abstracts.

Family (50/100): This is a robot built modeled after your own brain patterns, those of another character either canon to this world, or one of your companions/followers. It won't have their powers and abilities, nor even their specific memories, but like Vision to Wonder Man it will possess a similar personality and a tendency towards the same interests and tastes being born from their thought patterns.

For 50 CP this is a synthezoid like the Vision. For 100 CP this is a robot comprised of primary adamantium like Ultron.

Henry Gyrich (Free): The former government liaison to the Avengers, current head of the Commission on Superhuman Activities, and future UN liaison to the Avengers. Also probably in the top 10 most damaging individuals to human-mutant relationships, though that's completely unmentioned in this. If you want him to come along with you, he's free to bring along. After all, he's a villain, a hero, and a more gray figure all in this period, so whatever you are you can probably make him fit.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after your time here.

Continuity (Toggle): By default the events of this jump are wholly separate from any other Marvel jump you have taken. By taking this toggle, though, you may choose to have had that jump take place in an alternate universe which exists somewhere within the Marvel omniverse, or any events which would take place before your start time in this jump to have taken place in this universe and be part of the history of the world you enter.

JLA/Jumper (Toggle): The events of JLA/Avengers (or Avengers/JLA) may or may not be canon. Now you get to decide if they are canon. Alternatively, if you'd prefer, you can weaken the boundaries between the realities further. While you will not have large scale incursions between the DC multiverse and the Marvel omniverse with individuals accidentally dropping from one into the other like those shown in JLA/Avengers, the two realities will remain reachable from each other with their native means of transportation between parallel Earths, meaning that certain beings and individuals may cross between them.

Stay Length (Toggle): By default you would normally stay from the disappearance of the Avengers into Onslaught, Thunderbolts #1, or Avengers (Vol 3) #1 until the events of Avengers Disassembled and their immediate aftermath. Events which range from almost 6 years of publication to over 7. If you'd prefer, though, you can stay for a full 10 years of publication after your arrival putting you leaving shortly before the Secret Invasion event but potentially after Civil War. Alternatively you can stay for a full 10 years of events… which with comic book time may be as much as 40 or more years of publication (Mantis's son Sequoia was only 6 years old chronologically, during Celestial Quest published in 2002, placing it approximately 7 years after the events of Giant Sized Avengers #4), or possibly much less as weeks to months happen between or in some issues in this period. I'm not touching how time works in the Marvel universe.

Automation Issues (100): Ultron, Alkema, Dominex, and that's just some killer robots the Avengers would face during this period. Well you'll be dealing with a whole lot more than 2 murderous robots during your time here. In fact you will repeatedly find yourself repeatedly having to deal with murderous robots, AIs, and power armored maniacs, ones from the Avengers' extensive rogues gallery, others from the Marvel universe, and even all new ones.

Earth 616' (100): The timeline has diverged. Maybe it was your arrival. Maybe it was something a little earlier. But you can expect that events will not match canon. They won't be less dangerous than canon, not necessarily more dangerous, but definitely not less dangerous. Your out of jump memories won't be able to tell you what will happen however; just because you won't be facing Graviton reshaping the world to resemble his face, or Ego being implanted into the world, you'll still be dealing with threats just as dangerous to the world. It's possible that even the line up of teams will be different; Zemo might recruit someone else instead of Screaming Mimi, or maybe the Sandman will return to the Avengers instead of Carol Danvers. The butterfly effect seems to be maximized in general, as you will find that it's harder for you to predict the final result of your actions, and unforeseen consequences are far more likely.

Galactic Verdict (100): Whether it's skrulls, shi'ar, or kree, there's a lot of aliens in the Marvel Universe. And now they have taken a dislike to you. You'll find yourself running into issues with some of the galactic empires of the Marvel universe, and you will find aliens arriving with the goal of killing you periodically throughout this jump. No matter how many you kill they'll never really stop coming, even if they have to arrive from alternate timelines, realities, or just be spawned ex nihilo by your benefactor.

Hated by the Press (100): No matter what you do, somehow the press just really does not like you. Whatever you do, the press will find something negative to focus on and spread to the people. Expect to find the press stirring up protests against you, even if you're routinely saving the world.

Hulks (100): It seems to be a rite of passage in this universe to fight a hulk. The Thunderbolts did it to establish their street cred, and fought a robot version to re-establish it. The Avengers did it way back in the 60s to establish theirs, and would fight an army of hulks in Italy. Now, you can also expect to fight an unfair share of hulks. Oh, probably less than a dozen, even half a dozen, but you're still going to have them coming for you, and you won't be getting rid of them without a fight first. They won't all be Bruce Banner, in fact it's very likely none will be Banner; expect to fight savage She-Hulks, robotic imitation Hulks, Hulk-driven-to-madness-by-lacking-Banner, armies of imitation Hulks, and maybe even Hulks that'd normally not exist for years yet like the Red Hulk.

I Hate Magic/Technology (100): Select magic or technology. You hate the force selected, and find that it seems to hate you just as much. If you select magic, you will lack all comprehension of how it works, being unable to figure out how it does so, and unable to use magic yourself. Even magical objects and items will be unreliably for you if they work at all. If you select technology, your understanding of super science will be

stricken from you, and you will be unable to grasp its concepts or precedents, nor make out the workings of advanced technology beyond that of the real world during the late 90s. Even technological items that should be point and click will be difficult for you.

Either choice applies equally to out of jump magic/technology.

I Know How Much Journalists Drink (100): Because you drink far more. You are an alcoholic, and you refuse to admit it even to yourself. Even if you'd normally be abiological or otherwise unaffected by alcohol, you will find that you can get drunk and you will get drunk; often at the worst possible moments. You can, eventually, overcome this alcoholism, but it will require the support - and intervention - of friends, and hard work which can't simply be shortcutted by heroic or infinite will power. You will have to fight for it.

Marvel Tradition (100): Superheroes fight. Dating back all the way to the Avengers Defenders War in the early 70s and the birth of the crossover storyline, Marvel has a love of having superheroes fight each other. And now you'll be finding yourself pulled into it. Or well if you're a hero. This makes it so that you and those who should be your allies (potentially including your companions) will end up for some reason or another fighting from time to time. Oh, you can eventually befriend someone well enough they'll talk first and punch later, but you'll be having to do that with a lot of people and someone new always will seem to pop up to hit you when they should be on your side.

No Secret (100): You are a publicly known figure in both civilian and powered personas, lacking a secret identity. The public at large possesses a general awareness of your powers and abilities, as if you had been acting as a costumed vigilante or villain in this world potentially since the Silver Age. They won't necessarily know all the details of your power and behavior, but they'll know many you'd rather keep secret. And if you're a drop in, it's potentially worse, as they will also know you just showed up from nowhere with no past.

Not Your Memories (100): You're not an amnesiac. You have all your memories. But you no longer have the emotional connection to them. It's more like something you viewed or read, even studied thoroughly. This will gnaw at you, and may well influence your decisions… or maybe just make who you have always been influence them less.

Transcended the Flesh (100): You attempt to repress your human conscience, morality, and emotions, and act purely out of rational self-interest and curiosity. You still have these emotions (even if normally you would not), no matter how much you deny them, but you will strive to suppress them with at best a mixed bag of success, giving you a

very unhealthy relationship with them; expect to be sabotaging your happiness, and bottling up your anger until it explodes.

Murderer (100; Requires No Secret): You've got some serious red in your ledger, and it's the sort that the heroes of this world don't ignore. You have murdered someone in cold blood, the world knows it, and you have not faced justice for the act. And the world seems hellbent on making you do so, even if they'd willingly forgive others for the act. Maybe if you served out your time in this jump in a jail cell they'd stop but short of that you can expect heroes to act self-righteous against you, and the cops to want to bring you down, even as you're saving the world. And if you actually are a villain you can expect the priority of the response to you to have just gone up a notch or three.

Fading Powers (200): Your powers, from both this world and others, seem to be merely a fraction of what they should be. Like Carol Danvers now that she has burnt out her connection to the White Hole that gave her her Binary powers, they're still there, but where before you had the strength to fight world-threatening robots, destroy alien civilizations, be seen by Gladiator as a challenge, and be too powerful to be allowed narratively to remain with the X-Men, now your strength is on the lower end of superhumans leaving you less useful than a pair of New Warriors. Well if you were stronger than Binary you'd probably be stronger than Warbird, but whatever your powers were before you can expect them to be a fair bit less and any absolute immunities or powers to be a far cry from absolute.

Honor is a Man's Greatest Possession (200): And it is the one that you will not give up. Like Kang during the Kang Dynasty, you have an obsession with honor. This isn't necessarily a sane sense of honor, Kang's honor is fairly twisted, but it will see you refusing to strike at enemies who are weakened due to others, instead wanting to face them at their very best. It will see you refusing to use powers that would allow you to win, and fighting foes where they are given a chance at victory. You could have mastery over time, the power to retreat, and come back a millisecond later with a newly refreshed army, a recharged ship, and countermeasures in place… and you wouldn't. Because that would not be honorable.

Just In Hammer's Hands (200): The evil industrialist, and financier of supervillains, Justin Hammer has a kill switch for you. It cannot be removed, though it may be possible to disable it, but doing so will take time and effort even for you, and if Justin Hammer believes you're close he will use it. He does normally die during this period, and while his daughter is aware of the switch and will try and gain access to it after his death, this should give you an excellent opportunity to escape his grasp. But if you wait that long,

there's no telling what Justin Hammer will have used you to commit… or if he will have grown fed up with your reluctance to obey and killed you.

Old Friends (200): The Avengers, the Thunderbolts, and their enemies have long histories together. Histories that mean that many of the foes they face are one time allies or threats from years earlier. Just because you're a world hopper doesn't mean you should be allowed to avoid such connections. Old enemies from past worlds will have a tendency to reappear in this one, often with new powers and resources added to what they wielded previously, making them greater threats than ever before. This won't be constant, and it won't be every enemy you've ever faced (unless you've made very few enemies), but you can expect to see many old faces return here with new tricks. And don't worry, if you haven't been to enough previous jumps to have a fully stocked rogue's gallery you'll be finding new enemies here to make up the difference - especially ones that have some connection to your in jump life if you're not a drop-in.

Zero Exposure (200): Some form of energy in this world seems to have attached itself dangerously to your latent spark. You now possess a featureless, white room with a heavy locking door. You will be unable to open it from the inside, and when in it all your perks, powers, and superhuman abilities - excepting those that provide you with passive protections against external hazards - are deactivated. The energy attached to your spark will build up with time, and cause you to explode in a way that will strip you of your very jumper status if you do not daily spend 12 hours in this room allowing the energy to bleed out. This energy is highly corrosive to most objects, destroying books, tvs, and communication systems that might be installed in the wall, and is especially destructive to anything from outside of this jump, wiping away even indestructible objects from other jumps in instants when in the chamber. You might be able to postpone the containment, or leave briefly, but doing so is hazardous even for brief sojourns, and may result in the time necessary for you to be contained increasing.

Insane (300): Maybe it's your power as a jumper getting to you. Or maybe you got a bit too close to omniscience. Whatever the reason you've not merely got screws loose, someone forgot to pack them in the first place. The exact symptoms are not necessarily fixed, though at least a dose of megalomania mixed with an ultimately very fragile ego is involved, but you are crazy in a way that heavily impairs your ability to function, and even to select your goals. Even if your goal is just senseless destruction you'll be going about it in rather ineffective ways, and if your goal is anything else well you can still expect to be causing some senseless destruction here and self-sabotaging yourself regularly. Try not to obtain ultimate, cosmic power as you'll probably secretly will yourself to lose.

Intellectual (300): Like Supremor, the Kree Supreme Intelligence, you have a less than appealing form, and seem to be trapped in it. Specifically you are a giant, floating head in a jar, and any abilities that require or allow you to move yourself (including self-teleportation) are disabled. You are locked in this form, and cannot leave this body, so hopefully you don't get destroyed. At least other people can still move you, and having your jar shattered will not be *immediately* lethal, though you'll need to seal it and refill it before overly long. This does not grant you intelligence to rival Supremor's, nor the Supreme Intelligence's phenomenal mental powers.

Keepers of Time (300): You are an anomaly and time traveling forces seek to undo you. Beings such as Immortus, Kang, and the Time Keepers. And if you destroy them in one or even many possible futures you can expect more to take their place. Your time here will be plagued with time travelers and their plots and schemes, always working to undermine or destroy you however they can. And even without time travel many of these beings would be exceedingly powerful.

No Such Thing as a Jumper (300): Doctor Strange should know and whether he's wrong or not you seem to have lost access to all out of jump powers, perks, items, followers, pets, and everything from other worlds but your memories and imported companions. And even your imported companions have lost access to all of their out of jump powers, perks, items, followers, pets, and everything from other worlds but their own memories.

Squadron Subservient (300): Your mind seems to be lacking a brainwave that is common to those who inhabit this reality. Far from protecting your mind, though, this makes you vulnerable to mind control and for some reason it would seem you will encounter it frequently. Any immunity you possess to mind control is lost, and your resistance will be below average. While you might be able to mostly avoid it, or get it broken by friends, at least 4 times you will be mind controlled long enough to take significant actions, and aid substantively in the plans of an enemy.

Jumper Disassembled (400): Your benefactor seems to have decided it's time for a major shake up in your chain. There will come a day unlike any other, when the world seems to turn against you. You can expect all manner of disaster to strike you at once. Your companions will drop like flies. Old enemies with new powers will arrive to attack you. Someone close to you will betray you. The very rules of how powers - yours and others' - work will seem to twist and change. No matter what powers you possess, no matter what fiat backs you, no matter what you have prepared, the events of this time will push you to your absolute limits and have a very real chance to end your chain

permanently. It is, though, possible to rise to meet these challenges and survive, but it will test your capabilities no matter how great they are.

Not Who You Thought You Were (400): It would seem that at least in this world you are not. If you're usually a paragon of justice you'll be finding yourself having more and more immoral thoughts during your time here until you see yourself become a villain. If you're usually a villain you'll be becoming a better person. If you're someone who commonly flip flops you'll be going hog wild whichever path you'd like less.

Vs Thanos (400): You have to fight Thanos. Or well Thanosi. Often. Crazy clones of Thanos seem to have decided that your Death is of key importance to their purposes whether they're trying to court death or some other reason. These Thanosi will be increasingly powerful, and increasingly likely to have found some new source of cosmic power or a cosmic artifact to make themselves wield vast, phenomenal power, and for some reason attempts to copy their powers or use their artifacts for yourself just seem to be doomed to futility and failure. To make things worse, you can never kill them all. And they will keep coming for you, even teaming up with each other if you prove too difficult. Thankfully you shouldn't have to deal with them more than half a dozen to a dozen times.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Disassembled: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least. Maybe you'll provide the Earth with the hero it needs, or a supervillainous tyrant that none can oppose.

Avengers Forever: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Exiles: You can't just throw away the gift of a chain. You'll leave this world behind continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Originally this was going to just be Avengers Vol 3, but during Busiek's tenure on both it and Thunderbolts the two were too intertwined. Events in Captain America, Iron-Man (also with Busiek as one of its 2 co-writers), and Thor had less of an impact on the ongoing storylines. They were a major obstacle to the Thunderbolts while under Zemo's control (with Iron-Man teaming up with the Thunderbolts), Hawkeye left them to join the Thunderbolts, they fought the Thunderbolts again, they teamed up with the Thunderbolts to stop Neferia. And then there was a miniseries at the end Avengers vs Thunderbolts. And this is all without saying the Thunderbolts were the Masters of Evil, the villainous anti-team to the Avengers, and as such were a parallel to the Avengers. The two were wrapped together and I couldn't not include the Thunderbolts, and I couldn't include the Thunderbolts without including their own comic so it expanded. I might eventually go back and read more of Captain America vol 3, Iron-Man vol 3, Quicksilver, and (re-read) Thor vol 2 and really include stuff from them (instead of just checking up on some things where they impacted the Avengers such as Cap's new shield, or how Carol Danvers' story moved to Iron-Man for a bit), and just make this Avengers Vol 3 by being focused on the whole Avengers segment of the world during the period… which includes the Thunderbolts.

Wherever possible I attempted to ignore comics published after Avengers Disassembled. I occasionally found I had to dip into them, or use the 2009 Official Handbook because it was more detailed and thorough than the 2004 one. Specifically this shows up in Children's Crusade explaining why Wanda's powers suddenly functioned differently in Avengers Disassembled, which influenced Chaos Magic and Jumper Force, as well as the Universal Weapon's ability to manipulate matter (to my knowledge it hadn't shown up before Annihilation, but I am not at all well versed with pre-2000s kree stuff).

Similarly I tried not to draw too heavily on things from the individual comic lines (Thor vol 2, Captain America vol 3 and 4, Iron-Man vol 3), but sometimes it was necessary for context, or to include the character's powers at all (Genis-Vell), and the Anti-Force and purchasable Odin Force showed up because I do love the Dan Jurgens run of Thor and I am unlikely to just make a Thor jump.

Anything based on DC is based on their showings in JLA/Avengers. It was during this run, and the writer wrote more than a third of the Thunderbolts and more than half of the Avengers this jump covers. It's mostly based off of comparisons to Thor and Quicksilver

in the Avengers run and scaling off of that, because Quicksilver's showings are actually a bit muted compared to his showings in Avengers, and Thor's showings are very muted compared to his showings in Thor comics but Superman was presented as 'somewhat stronger than Thor but in the same ballpark enough Thor thought beating him 1 on 1 in a rematch was possible' and being brought down by a bunch of people smacking him.

Notes - Races

How powerful is an (upgraded) Asgardian: Hard to say. I tried to remind of some of the more interesting aspects - all Asgardians have a facility and capability for energy channeling, they have proven resistant to telepathy (things now say immunity… but Thor has been telepathically affected before so it's inconsistent) and magic (we are rarely shown this directly, but the fact that neither Loki nor the Enchantress casually takes him out helps to demonstrate it a fair bit, but it's worth noting that Loki has stated on multiple occasions he can't directly transfigure Thor without a boost from a high end artifact like the Twilight Sword… which was used in this run to re-write reality), and things like being aged into dust, willed dead (though Hela's touch is still presented as lethal… and as specifically stronger than most death effects because it is lethal to Asgardians even up to Thor), etc - without getting too into it since they don't show up much except Thor and Thor is… special. For one he's half-elder god (and if Odin's eyeball is to be believed half-Aesir being one of the few Asgardians Odin didn't magic into existence after a prior Ragnarok), but beyond that his powers fluctuate so much the wiki has thrown up their hands and there's a reason for this. I tried to avoid referencing powers from the Silver Age where he was just powers as the plot demands, but even just holding down to Thor Vol 2 (the concurrent Thor run with Avengers vol 3) his power level varies wildly between the two books, and even in both of them there's Thor's normal performance and then when he decides to push himself (this is the run where Thor killed a Skyfather level deity who had been parasitically draining Odin, Mangog through sheer force of raw power, and Thanos so hard that they retconned thanosi into existence). Part of this is the fact that Avengers Thor is, as Thor fans often cry, something of a jobber; Thor villains that are speed bumps for Thor alone in his own comic are able to more than match him and push the Avengers as a whole harder than they press him alone (Enchantress and the Executioner as a classic example, the Wrecking Crew as one in this period, and Ego who while not a speed bump usually is here a larger threat for the entire superhero community than he normally is for Thor alone), and in this very run he tells the Presence he holds back big when with the Avengers. This leads to the somewhat funny idea that the world has almost been destroyed, multiple times, because Thor is afraid of showing up Tony Stark and Carol Danvers because of the demoralizing effect it'd have on their fragile

male egos. But that's only part of it. Even in his own books consistency is not the best. Thor sometimes is fast enough to parry lasers, and can keep up with Gladiator's full flight speed and beat him down, and other times he's too slow to keep up with Wolverine. Sometimes he shatters a planetoid hitting Beta Ray Bill, and sometimes doing the same fighting Gorr is proof that with billions of years to master the Thor Force he's grown stronger. Sometimes he can call down storms of such power that they blast through a Living Planet to its core… Other times he's unable to wrestle them from Count Dracula. Before I get more distracted. The upgraded Asgardian race is intended to give you his showings from the Avengers/his baseline from his own comics, strong enough to smash secondary adamantium with a (few) full force swing(s) with the force multiplier that is Mjolnir or destroy it with the force of his lightning in a single blast, with Cutting Loose being used to represent his holding back to fit into the Avengers and the baseline in Avengers as well as the true surges in power such as with the Presence, or his surges in his own comics.

Upgraded Asgardian Power Options: I tried to list the bigger canon ones - Hela's touch (though you probably also get her aging beams and such), Sif's teleportation, Heimdall's vision, Thor's storm control - but it's a write your own power option. Generally speaking use Thor's storm control without Mjolnir as a baseline. If you want to use it to recreate one of the other powers available here for cheap well… it's probably about equivalent to a 400 CP power for a human; Microwave's output is near Thor without Mjolnir levels offensively probably higher but with less versatility, Sif's teleportation is strong (interdimensional) but she isn't good at teleporting enemies away (she has to go with, limited in range by how close they are, isn't capable of Nightcrawler esque quick succession ports). Choosing something like Strength would theoretically put you above a Kryptonian in raw physical strength, but behind in speed, without the flight, super senses, etc. Choosing something like magic would leave you without magical knowledge, but if you wanted to recreate Loki it'd be a good start along with Occultist, Combat Caster, Externalized Power, Master Manipulator, and Power Bestowment (you should at that point be physically stronger than Loki, and generally capable of replicating his feats given time and study). If you want to try to be Odin or Rune King Thor you'd want the Jumper Force, and all the Witch Perks (except maybe Externalized Power), and lots of time, effort, and training; also Cutting Loose for Rune King Thor (and the entire White Hat perk tree as well as Fighting Fit and possibly Absolute Skill for Thor, and Power Bestowment, Nefarious Scheming and Master Manipulator for Odin).

Kryptonian power level: I have not read the concurrent Justice League run, or David Busiek's 8 issue tenure on JLA that followed JLA/Avengers. I am basing this off of rough

scaling to events in Kurt Busiek's Avengers run and how Marvel characters interacted with DC ones in JLA/Avengers. Superman was stronger than Thor. Superman and Hyperion both were able to fly at dizzying fast speeds and the reaction to both was more similar to when dealing with Quicksilver than Whizzer or the Flash, though possibly below even Quicksilver.

Living Planet power level: Ego is a Thor villain. Thor has beaten him one on one on many occasions. That said, Ego is a Thor villain where Thor is usually being forced to punch up, and who when weakened and starving is a threat for entire space fleets and the Silver Surfer. That said he's a planet, he can't actually bring his full power to bear on a human sized opponent very well; though he does in the focused run one shot the Silver Surfer. Probably the best clear indication of Ego's power level is his fights with Galactus. In his first he is capable of hurting a Galactus that came here to get a meal cause he's hungry, though Galactus is able to ride it out with no apparent real threat to himself, only for Thor to arrive and perform a godblast through Mjolnir channeling his full thunder and his very divine life force which harms Galactus to the point that he thinks he'll die if he stays in this fight. In their second fight, an Ego who has been driven insane and is called out as being more powerful due to it, fights a Galactus who arrived because he's very hungry at the moment, and is implied to be in threat of starving to death if he does not eat within the next few months, and forces Galactus to run to Thor for protection (yeah, Donny Cates and the Black Winter is not the first time that happened). In a comic written after this point Ego gets called in as part of a team of higher/abstract beings to help Galactus save Eternity. All in all, Ego is at the upper range of Thor's punching range, and at the lower end of true cosmic entities.

Notes - Powers

Burning Coal: Charcoal's power. Charcoal isn't important enough to show up in handbooks, so we don't have an official strength level for him. And I couldn't remember anything that really placed him. So I put him at the 25 ton level as it's the sort of 'they have super strength, are theoretically stronger than Spider-Man but below Spider-Man's top showings.' This is some of why his other abilities are somewhat vague.

Marvelous: Warbird's entry in the 2004 handbook listed her as strength level 4 - 800 lbs to 25 tons. Her feats don't really show where in that range she is in this period, except that she's way out classed by Hyperion. It's really rather the low point of her heroic career. The 2009 handbook lists her strength at 70 tons which is more like Rogue's showings in the 80s than the level 4, but I went with the then current set of powers; also the 2009 handbook increased a lot of people's strength levels (Wonder Man and She-Hulk

both got the 100+ level). This is very much not Carol Danvers as Captain Marvel power levels, or even Ms Marvel Vol 2 Carol Danvers. Her energy blasts seemed to be - in this period - weaker than Iron-Man's, and Firestar's power output was rather explicitly higher than anyone else's in Live Kree or Die short of Thor. How much her energy absorption could improve her powers was unclear, there was some implication that it could go back to Binary levels, but what was shown was… Captain America commenting that she could do it and a surge of physical strength which was on a level that wouldn't have been a high showing for Rogue. It's shown better in Iron-Man where she becomes strong enough to go from being 1 shot by Iron-Man to being able to temporarily fight him in a drunken rage and theoretically peel his armor off in a grapple.

Genis-Vell is… Genis-Vell is a mess. The power gives you his power set as of Captain Marvel Volume #4 as best as I could. His Cosmic Awareness is poorly explained, and then Volume #5 happens, he becomes borderline omniscient, kills Eternity off panel, and still fails to realize anything important. It was a ride, but consistent powers were not a part of it, so I decided not to touch it with a 10 ft pole. He did not actually show clear energy absorption of the sort Carol Danvers was capable of during that period that I can remember, though he did absorb ambient energy, in Volume #5 and New Thunderbolts could manipulate and shunt energy on a massive scale to make absorption irrelevant, Phyla-Vell did show energy absorption (enough to absorb his blast), and well it was part of the cheaper version.

Plastic Person: Theoretically based on the Shape who is vague in his feats because he is developmentally impaired with a mind like a child's and explicitly not good at using his power in creative ways but based on Plastic Man… unfortunately I haven't read Plastic Man so was forced to reference Reed Richards. And I wanted to differentiate it from Reed Richards because you can already get his powers in multiple jumps and I was trying to avoid putting in the F4 directly and focus on more lesser known characters where possible, so I made up some rules for it based on the wiki entry of Plastic Man. I put his limit for extension at less than Reed's because that's about the least creative use and he doesn't show anything on the level of Reed's typical use much less maximum use, and I went with it being easier to shape your shape in fine tuned ways because it gave it something over 'you're Reed Richards but worse'.

Quick as Silver: If I had to put a number on the upgraded speed it'd be double the unupgraded, but that's just me putting a number on it for the purposes of putting a number on it.

Chaos Magic: Wanda's powers are inconsistent. There are 4 writers for Avengers Vol 3. None of them have Wanda's powers work the same way. I chose to ignore Chuck Austen's because it was so short, all she really did was suddenly have the ability to cure the common cold because it was so improbable; I think he was under the impression she was a finite improbability drive. Bendis's there isn't that option. Avengers Disassembled was too big for that. But there's a reason that both the What If? for the story felt the need to explain how she was suddenly able to do such things, and why Children's Crusade had to explain she was channeling the cosmic life force to do it… It's just a massive power spike completely out of the range she normally shows. Busiek and Johns at least seem to be trying to do the same power, but Wanda's hasn't been consistent since Cap's Kooky Quartet and how much it's leaned into 'mutant probability warping' and how much its 'mutant control of magical energy' has varied from the little I know of pre-Modern Age Wanda. Though Busiek focused on energy control to a really odd extent for her.

To fully replicate Wanda you would want the Witch perk tree, potentially sans Combat Casting (she does not in this period show that level of magical skill, instead relying more on her Hex Power/Chaos Magic than witchcraft/sorcery and typically using the latter in a more ritual manner, though she has before and after this point). For Avengers Disassembled you'd need something external, being an (upgraded) Asgardian, or the Jumper Force (which could eventually do it on its own but this would short cut that learning process). For M Day… if you were crazy enough the Jumper Force plus Cutting Loose could probably do something similar.

Jumper Force vs Mastery of Gravity: On a human Mastery of Gravity probably gives you more sheer, raw power than mastered Jumper Force, but Jumper Force's versatility blows it out of the water. Mastery of Gravity still costs more because you can master it in a decade, instead of eons. Yes, with enough learning boosters you can master eons in years, but we're talking about learning boosters that give multiple orders of magnitude learning speed boosts there, and probably some spiritual self-learning involved as well. Even then for a human Mastery of Gravity would be hard to replicate, and reshaping the Earth while containing several super teams and juggling cities would be beyond it (though with mastery draining it out would probably allow replicating any one of those at a time).

Moondragon's telepathy is missing despite her role in the Infinity Squad because… She doesn't use her power. She uses it more in Captain Marvel vol 4 and 5… except she only uses it for communication and cosmic awareness, but we don't see real feats and I decided trying to figure out what she could do would require too much delving into Bronze Age comics (apparently she once mind controlled an entire world away from war, and controlled Thor as her biggest feats on the wiki) and at that point the villain Mentallo

is probably easier to figure out, price, and showed more of his powers here and he was in a jail cell almost the entire time.

Jack of Heart's power set is missing because I found it too ill-defined, and ultimately generic. Apparently he has a computer brain, but it was not shown in this run. Instead he had energy blasts with few feats, flight, some implied super strength, some form of energy absorption but it was apparently out of his control, and a tendency to explode.

Notes - Ranking Energy Blasts

This is mostly my semi-arbitrary impressions, and logic for pricing things but dividing the energy blasts based on apparent effectiveness. This is purely instantaneous destructive power, not judging energy constructs, or ease of use (Thor uses his lightning a lot more than his Anti-Force, even in battles where he's pushed to use the Anti-Force, implying he can't spam it as easily). Thor's lightning without Mjolnir is not listed since he… doesn't do it in battle. This is also very very rough.

"Weak": Waspy (better for pain induction), Marvelous, Moonstone, MACH armor, Gimmick Weapons (Alien Blaster being the strongest, with them running a large gamut here), Scourge Armor, Bioelectric Being (stronger against robots), Charcoal, Ionic Being. Energy Gauntlet would be the lowest powered option in this level (really arguably a lower level), Waspy might join it.

Medium: Synthezoid, Adamantium Body, Knightly Armor, Power Prism, Songbird, Justice, Hyperion-tier Kryptonian, Microwave Oven (typical use), Living Planet's avatar, Conqueror's Armor. Universal Weapon is probably at the top of this level or in the one above it. A human with the Jumper Force using it to do some semi-casual blasting (i.e. not emptying out their reserves in 1 or 2 shots) probably starts here, but will get higher.

Strong: Marvelous (upgraded), Microwave Oven (upper limits), Thor lightning with Mjolnir, Photon, Thorbuster. Kryptonian eyebeams probably falls at the top of this level or into the one above it.

Very Strong: Photon (unsafe levels), Anti-Force, All-Father Thor using Thor Force to blast (i.e. Jumper Force on an upgraded Asgardian).

Absurd: Ego's eyebeams, Thor's full power Godblast with Mjolnir.

Notes - Race and Power Interactions

Kree: In general a kree will be physically stronger than a human with the same power. It's not necessarily on the same level as Fighting Fit, but it will be noticeable.

Robot: In general a robot will be physically stronger than a human with the same power. It's not necessarily on the same level as Fighting Fit, but it will be noticeable. A Robot with Adamantium Body will be at the 100 tons strength level (like Ultron), and it will provide some fairly heavy shielding against EMPs, and other energy attacks, it will also include some shielding against Wanda's chaos magic though it can be overcome.

Asgardian: In general an Asgardian will be physically stronger than a Kree or Robot with the same power, often quite noticeably and often to a level beyond Fighting Fit. An Asgardian with a Strength Level 100 power is likely as strong as Thor and stronger with Fighting Fit. In general an Asgardian's innate energy manipulation will make any power reliant on energy manipulation (including telekinesis such as Justice) or magical energies substantively stronger than for a human; this includes Verdant Dream and Mastery of Gravity. An Asgardian with Quick as Silver will be faster than a Fighting Fit human with the same power. This is doubly true for an upgraded Asgardian. If you select a power such as Thor's control over storms that includes an energy blast, any other energy blasts from Powers will be at least as strong as it, and see an increase in power if already as strong or stronger. A power such as Verdant Dream would allow an upgraded Asgardian to be an apocalyptic threat as they quickly engulf the planet in plants, and Mastery of Gravity might allow them to throw planets or siphon off the sun.

Kryptonian: In general a reduced cost Kryptonian will be stronger than a Fighting Fit Asgardian with the same power, slightly weaker than an Upgraded Asgardian with the same power, and with Fighting Fit above an Upgraded Asgardian with the same power and without Fighting Fit. A full price Kryptonian will be stronger than an Upgraded (and Fighting Fit) Asgardian with the same power. A Kryptonian's innate power will boost any power reliant on energy manipulation, but see a smaller boost on those dealing with magical energies such as Chaos Magic or Jumper Force. In general a Kryptonian will have similar levels for energy powers as an Asgardian (upgraded Asgardian equating to full price Kryptonian) for non-magical ones, and still more than a human for magical ones. Any energy blasts from Powers will be at least as strong as your eye beams, and for those that would not be weak energy blasts will be stronger than your eye beams.

Living Planet: In general your avatar will be stronger than a Fighting Fit Asgardian, but weaker than an upgraded Asgardian (or a reduced price Kryptonian); measuring the

strength of a planet is left up to you. As with upgraded Asgardians you will see a massive boost in the power of any energy manipulation you pick up, magical or otherwise; magical ones will be on the same scale as an upgraded Asgardian, energy manipulation and psychic ones will be on a higher scale. You will also see a boost in range of them; normally 'global' powers could easily affect a solar system from your planet sized body, and normally 'combat' ranged ones could be used for shooting things at a range where spacefleets fight flying planets. Your energy blasts will likewise be increased in power, though they will scale to yours; and your avatar's likewise.

Notes - Items

Multiple items allow for time travel, what are the rules for time travel with them? … Pffft… Marvel's time travel rules are highly inconsistent. Usually traveling into the past creates a new timeline, but even just dealing with Kang storylines in this period it gets a bit iffy and that's just in the Avengers comics by a single author. There are limits. These limits may change with how time functions in other jumps, or may not, that's up to you. I'm not really touching on it any more than this.

Aesthetic changes are allowed to any item, especially suits/powered armor. Your Scourge Armor could look a lot more like a Yellowjacket suit.

Ignoring its temporal manipulation capabilities, Armor of Conquest is intended to be comparable to Knightly Armor, if ultimately with fewer bells and whistles. That said it's also intended to let you do much of what Kang does with time manipulation, though not all of that is strictly speaking his armor (it's just hard to say how much is and is not as even with his base in Limbo wiped out he was still able to do some of it with just his armor).

If I got the capabilities of the Quantum Bands somewhat wrong, I apologize. I haven't read much of Quasar's own series. He's cool, though, was fun when he showed here, and I wanted to include him.

The double Moonstone is capped because 'connecting the beginning and end of the universe' was a bit much even compared to the other upgraded items.

Universal Weapons wouldn't show molecular rearranging - according to citations I could find - until a few years later than this jump is intended to cover, but I felt they needed something more to keep up with the other 600 CP items.

Knightly Armor is intended to be the best powered armor for being powered armor. In general it outpaces the MACH option, though MACH might edge it out in maneuverability. If combining it with MACH you'd see more physical projectile options, improvements to anti-radar/avoiding tech based detection, and to your top speed and especially maneuverability over either suit. I had to take some liberties with the Thorbuster Armor as it only showed for 2 comics and got demolished by (amped) Thor as King of Asgard.

Yes, both Spy and Warrior have Gimmick Weapon as their 200 CP. I could have split them, but really they both just have a tendency to have some sort of gimmicky weapon.

Hammer is obviously Mjolnir. I tried to list some of the effects I could remember Mjolnir showing in Dan Jurgens' run, and which it showed in Avengers Vol 3 without going into all the powers it has that people, including Thor, forget about such as tracking energy signatures across dimensional boundaries. Mjolnir has been around since the Silver Age and has had a tendency to have powers as the plot demands so I wasn't going to try and list them all, and instead list its major ones. If you want the minor ones feel free to say it has them, or has them if you pay for the time travel upgrade.

Mechamage's Armor was included because I liked the idea of it, and I was reaching for Witch Items. I could have gone for the Norn Stones… except their powers are super varied by wielder and pushed Morgan to really crazy heights. I could have included some tarot cards like Wanda used once, or stretch and make a Whisper Hill house as a leyline thing or something. But I liked the idea of Mechamage's Armor and one of Mechamage's only 2 appearances was a cameo in the Avengers-centric Maximum Security event so I had the vague excuse I needed… Plus every background and allegiance had at least one Item that provided a power set except Witch. So I gave it one.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Properly removed the last dummied out perk.