

Deadpool Jumpchain

By MyNameIsChris

Cue epic superhero landing. Oh, hey there! Didn't see you come in. Well, welcome to my very own Jumpchain—because, let's be honest, if anyone's gonna jump between dimensions, break the fourth wall, and be a general pain in the ass, it's me, Deadpool. Now, before we get started, you might be wondering: Why am I here? What did I do to deserve this? Well, tough luck, buddy, you're stuck with me now.

So, what's the deal? You, my dear Jumper, have been thrust into the wonderful, chaotic, blood-soaked world of Deadpool, starring yours truly. Expect non-stop action, inappropriate jokes, and more pop culture references than you can shake a chimichanga at. You'll be dealing with mutants, time travelers, and some bad guys who thought they could take on a guy with regenerative powers. Spoiler alert: they can't.

But enough about me (just kidding, there's never enough about me). You ready to dive in? Good. Just keep in mind, I'm the narrator here, so if things get weird… well, that's just a regular Tuesday for me.

Now, let's start this crazy adventure, shall we? Take these points, a thousand of them should do for now.

Origins

So, you've decided to grace my world with your presence, huh? Before you start causing mayhem or playing hero—or villain, I don't judge—you've gotta choose where you're coming from. There are four *beautiful* origins to pick from. Don't worry, none of them come with mandatory chimichangas, though I strongly recommend them.

Drop-In (a.k.a. The Dopinder Special) - Ah, the *Drop-In*. You're just here for the ride, no connections, no backstory, no clue what's going on—kind of like Dopinder! You're just minding your own business, driving an Uber or whatever it is you do, and BOOM, you're part of the story. You don't know anyone yet, and no one knows you, which means you get to pretend like you have no idea what a Deadpool movie is. I'll help you out, though. Just follow my lead, stay out of the splash zone, and you'll be fine. Probably.

Mercenary (a.k.a. Deadpool Wannabe) - Welcome to the big leagues, champ! You picked the best origin because you clearly have good taste in regenerating anti-heroes with a gift for gab. You're a *Mercenary*, a true professional like me—if, you know, you ignore all the messy stuff. Guns, swords, explosions, and questionable life choices? Yeah, that's your whole deal now. You kill people for money, but only the bad ones. Unless they pay better. Wait… where was I? Oh yeah, you're like me, but not as handsome.

Time Traveller (a.k.a. Cable's Best Frenemy) - Time travel, huh? You must be one of those brooding types, like Cable. All grim and serious, with a tragic backstory about losing your family or something equally depressing. But hey, don't worry, you've got some cool tech, futuristic weapons, and a metal arm. Time is your playground—until you screw up the timeline, but that's someone else's problem. Just remember, no matter how tough you are, I'll still make fun of you.

Bad Guys - (a.k.a. The Ajax Club) - Oh, you wanna be the villain, huh? Like *Francis* (ugh, that name). You're the kind of person who loves being evil just for the sake of it. Whether you're a sadistic jerk with superpowers or just really good at being bad, you'll fit right in with the Deadpool rogues' gallery. You probably work for a shady organization like Weapon X or you're making people miserable for fun. Either way, you're gonna have me to deal with.

Pick wisely, my dear Jumper. Your choice will determine how many times I make fun of you… or maybe just how much you can get away with. Either way, it's gonna be fun. For me, at least.

Age and Gender

Alright, kiddos—wait, hold on, this is an R-rated setting, so *not* kiddos. Let's get something straight before we go any further. You get to choose your age here, but it's gotta be *appropriate* for an R-18 world. So no, you can't be a plucky 12-year-old sidekick running around with a bunch of foul-mouthed mutants and mercenaries. Pick an age that lets you drink, curse like a sailor, and watch all the violence without needing an adult. Anywhere from 18 to… I dunno, as old as Hugh Jackman if you want, though he's aged pretty gracefully.

Got that? Cool.

Now, onto something even more important: gender. Wanna keep things the way they are? Awesome. But if you've ever thought about swapping sides—wait, no, that sounds wrong—*changing genders* (that's better), you can do that for a measly **50 DP**. Yeah, that's right, DP. And no, it doesn't sound any better than CP. I get it, okay? Both sound like things you'd find on the weird side of the internet at 3 a.m. But here, DP stands for something wholesome like… uh… "Deadpool Points." And no, it's not some kind of scam.

Anyway, the point is: you can keep your gender or change it for 50 DP. No judgments here—except that I'll probably crack a joke about it later. That's just who I am.

So, age? Gender? Got it figured out? Let's move on before I make this any weirder.

Location

Alright, you lovely Jumper, it's time to figure out *where* you're starting this little adventure. Normally, you'd just pick a place and move on, but where's the fun in that? I mean, sure, you can do it the easy way and choose, or you can roll the dice and see what fate has in store for you! If you're feeling *extra* lucky, roll a 1d8, and I'll even throw in an extra 50 Deadpool Points (DP) just for having the guts to leave it to chance. Fair warning: some of these places are as safe as a daycare center. Others? Well, they're more like a daycare center *on fire*. Your call!

1. **Sister Margaret's School for Wayward Children**
   Ah, good ol' Sister Margaret's. No, it's not an actual school for kids—it's a dive bar full of mercenaries looking to cash in on the next big job. Drinks are cheap, fights are inevitable, and the bathroom smells like a mutant's armpit. But hey, it's home. You'll get plenty of job offers, maybe even one from a certain chimichanga-loving merc. Just keep your head down and don't piss off Weasel, he's got connections.

2. **Xavier's School for Gifted Youngsters**
   You like mutants? Good, because this is mutant central. Welcome to Xavier's School, where freaky kids with crazy powers learn to control their abilities and not blow up their

bedrooms. It's all very *wholesome* and *educational* until Deadpool shows up and makes everything inappropriate. This is one of the safer spots in the *Deadpool* world—unless the mansion gets blown up. Again.

3. **Dopinder's Taxi**
   Why walk when you can take a ride with my favorite overly enthusiastic cabbie, Dopinder? He'll take you anywhere you want to go, and the conversation is always… interesting. Whether you're going to your next merc job, escaping from a crime scene, or just grabbing some fast food, Dopinder's got you covered. Just don't ask him about *Bandhu*. Seriously. Trust me.

4. **Essex House for Mutant Rehabilitation**
   Oh, now you've done it. You've found yourself in this delightful place—sarcasm alert!—where evil scientists try to "cure" mutants and generally make everyone's life a living hell. Essex House is basically where hope goes to die. Run by some really twisted folks, this place is a nightmare for mutants. Good luck getting out in one piece. Oh, and watch out for Firefist if he's having a bad day.

5. **The Ice Box**
   Welcome to prison! The Ice Box is where all the worst mutants and criminals get locked up, including, at one point, *yours truly*. There's no escape (except for the times we totally escaped), and the guards aren't exactly friendly. And by "not friendly," I mean they'd sooner punch you in the face than let you use the bathroom in peace. If you end up here, prepare for a rough start.

6. **Al's Apartment**
   If you like the smell of old lady farts and losing at Blind Al's poker night, this is the place for you! You'll be starting your journey at the apartment I share with my delightful, if slightly homicidal, roommate, Blind Al. It's a little cramped, a lot messy, but hey, it's safe—unless you piss off Al. The couch is comfy, though, if you don't mind a few questionable stains.

7. **Genosha**
   Oh yeah, you read that right. Genosha, the mutant paradise—or at least, it was until things went sideways. What's left now is a wasteland, but there's still plenty of weird stuff going on. Mutant outcasts, rogue superpowers, and who knows what else are lurking around here. It's a great place if you like living on the edge, but don't expect a warm welcome.

8. **Free Choice**
   Can't decide? Want to go somewhere else? Maybe you have a favorite spot in mind that I forgot about because I was too busy being awesome. Well, now's your chance! You can pick any location your little heart desires from the *Deadpool* films—because why not? Just remember, I still get to make fun of you no matter where you go.

General Perks

Chimichanga Connoisseur [100 DP]
Look, if you're gonna survive in this world, you need one very important skill: the ability to find and enjoy the best chimichangas in town. With this perk, not only will you be able to sniff out a decent chimichanga stand in any city (even if it's hiding in a back alley somewhere), but you'll also become an expert in all things chimichanga. That's right, the perfect food pairing, the ideal salsa ratio, and the art of never burning the edges—these are your new superpowers.

Mercenary Know-How [100 DP]
Want to fit in with the cool kids at Sister Margaret's? Well, you're gonna need a little street smarts. With this perk, you'll automatically know your way around the mercenary life. From the best tactics to take down a heavily armed target, to knowing when to shut up and walk away from a bad job, you've got it all. You'll blend into the merc scene perfectly, able to talk shop and avoid getting stabbed in the back (most of the time).

Sarcasm Mastery [100 DP]
If you want to survive in the *Deadpool* universe, sarcasm is your best friend. This perk makes you a world-class snarker, capable of delivering biting one-liners and witty retorts with perfect timing. Whether you're roasting a villain or shutting down a poorly timed pun, you'll always have the perfect quip on the tip of your tongue. You may not always win the fight, but you'll definitely win the argument.

Enhanced Reflexes [200 DP]
Forget dodging bullets—how about **dodging everything**? With this perk, you're not just quick on your feet in combat, you're a parkour master. Think Spider-Man, but less sticky. You'll be leaping over obstacles, bouncing off walls, and doing flips like an Olympic gymnast on steroids. In a fight, your reaction time is through the roof, letting you dodge punches, knives, and maybe even snide comments about your fashion choices. Plus, you're a **driving wizard**. Fast cars? No problem. Explosive chases? You've got it. This perk turns you into the ultimate evasive, acrobatic badass.

Meta Awareness [300 DP]
Ever wanted to be just a little more like me? No, not that way—I'm talking about being aware that you're in a movie, comic, or even a Jumpchain. With Meta Awareness, you'll get just a touch of that sweet, sweet fourth-wall-breaking ability. You'll instinctively know when you're part of a bigger story, and you might even spot some of the usual tropes coming your way before they happen. Of course, you're not *fully* in the loop like I am, but you'll get a solid hint that something's up when things get weird. Trust me, it's a lifesaver.

Fourth-Wall Shenanigans [500 DP]

Ohhhh, you want to be a real player in the Deadpool universe, huh? Well, this is the perk for you. Not only does this booster unlock the full potential of your Origin Capstones (you know, the big fancy perks at the top of each origin), but it also gives you one of the best powers a jumper could ask for: the ability to break the fourth wall. That's right, you'll be able to bend reality just a little bit, commenting on the world around you and even pulling off minor manipulations of the story. Need a deus ex machina? Suddenly realize you're in a dramatic fight scene that requires slo-mo? You've got just enough juice to make those things happen.

But remember, with great power comes great… nah, screw it. Just don't overdo it, or the universe might start correcting itself. You don't wanna end up like that guy who complained about the script too much. Let's just say… he's no longer in the movie.

Drop-In Perks

So, you decided to go the *Drop-In* route, huh? No backstory, no connections—just a regular Joe (or Jane) trying to survive in the chaotic world of *Deadpool*. But don't worry, even the most unlikely heroes can pull off something incredible with the right perks. These perks are **discounted** for anyone with the Drop-In origin, because why should people with no clue what's going on have to pay full price?

Just the Driver [100 DP]
You might not be Deadpool, or Cable, or even Weasel, but you've got one thing going for you: you're invisible. Well, not literally invisible (that would cost extra), but people tend to overlook you. Whether you're just "the driver," or "the guy holding the door," most people won't think twice about you. This makes you great at slipping by unnoticed, or getting into places without anyone asking too many questions. You're the master of blending in and staying out of trouble—until, you know, you get dragged into it.

Friendly Face, Friendly Ride [200 DP]
Need a ride? You've got it. Not only are you an excellent driver, but you've also got a natural knack for making friends—especially with people who might come in handy. Cab drivers, bartenders, even the occasional mercenary—they all seem to warm up to you just a bit faster than usual. Maybe it's your friendly face, or maybe you're just so non-threatening that people can't help but like you. Either way, you'll have an easier time building a network of useful allies, or just finding someone to give you a lift when things get rough.

Comedy Sidekick [400 DP]
You might not be the star of the show (that's my job, obvs), but with *Comedy Sidekick*, you're the unsung hero keeping everyone's spirits high. In battle, your jokes aren't just for laughs—they're a secret weapon. Your allies will fight harder, laugh off the danger, and forget that they're probably about to die in some gruesome, R-rated way. And the enemies? Oh, they'll think you're harmless until BAM—you hit 'em when they least expect it. Outside of fights, you're the glue that keeps the team together. Tensions high? Crack a joke. Awkward silence? Fill it with

your charming one-liners. You might not get the credit, but deep down, they know you're the reason they haven't lost their minds. You're the heart of the group, the comedic relief… and the real MVP.

Luck of the Civilians [600 DP]
Here's where things get serious—or rather, seriously lucky. As a Drop-In, you don't have powers, skills, or fancy gadgets, but you *do* have luck on your side. In fact, you have an insane amount of luck, even more than most people who should have no business being in a fight. Missiles? They somehow miss you. Car crashes? You walk away with a scratch. Even in life-or-death scenarios, you always seem to come out alive, as if by sheer chance (or plot convenience). You're not bulletproof, but it's as if the universe itself is looking out for you.

> **Capstone Boosted:** So, you think you're lucky, huh? Well, with the Capstone Booster and a touch of fourth-wall-breaking power, your luck becomes downright ridiculous. Not only do you dodge bullets and explosions, but you start recognizing the "plot armor" that surrounds you. You'll be able to sense the narrative structure of the world around you and position yourself just right to avoid getting hurt—after all, no one would kill off the comic relief! You might even make a quick comment to the audience, like, "Bet you didn't think I'd survive that one, did ya?" and guess what? You will.
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> Oh, and here's the kicker: you can now manipulate that luck. Need to survive a seemingly impossible situation? Make a quick wink at the camera and things will just "happen" to work out in your favor, as if the world itself is bending over backward to keep you alive. Just be careful not to rely on this too much, or the universe might start catching on to your shenanigans.

Mercenary Perks

You've decided to take the *merc* route, huh? Well, congratulations! You're now part of the coolest, most dangerous club in the *Deadpool* universe. Whether you're a gunslinging assassin, a sword-wielding maniac, or someone who just likes getting paid to blow stuff up, these perks will make sure you're the best damn mercenary in town. And, of course, they're **discounted** for anyone with the Mercenary origin, because it pays to be a pro.

Weapons? Yes, Please! [100 DP]
Swords? Check. Guns? Double-check. Grenades? Hell yeah. With this perk, you're an absolute wizard when it comes to handling weapons of all kinds. You instinctively know how to use anything from knives to rocket launchers with deadly efficiency. Even if you've never touched a particular weapon before, you'll pick it up like a pro in no time. And no need to worry about things like "safety"—you've got that covered too. Just don't ask me to explain the science.

Maximum Effort [200 DP]
You ever hear me yell "Maximum Effort" right before I do something incredibly reckless? Well, now that's you—without the "regret everything later" part. This perk cranks up your physical

abilities when you really need to push it to the limit. When you're in a life-or-death situation or just trying to impress someone with a ridiculous stunt, you can summon up an insane burst of strength, speed, or endurance. You might not always be the strongest, fastest, or smartest—but when it counts, you'll hit the gas and leave everyone in the dust. Whether you're chasing a villain, pulling off a crazy fight move, or lifting something way too heavy, you've got just enough juice to pull it off, even if you shouldn't logically be able to. Just shout "Maximum Effort!" and defy the odds!

Merc with a Mouth [400 DP]
Oh, you think you can talk? Please, I wrote the book on talking too much—and this perk is your very own signed copy. With *Merc with a Mouth*, your verbal diarrhea isn't just annoying, it's a tactical weapon. You'll be slinging so many one-liners, insults, and quips that even the most stone-cold baddie won't know what hit 'em. I'm talking full-on psychological warfare, baby! Villains? They'll be so flustered, they'll forget why they're holding a gun. Heroes? Yeah, they'll lose track of the mission 'cause they're too busy laughing… or crying… or both. This isn't just comedy—this is *talk-fu*, and you're a master of the art. Got captured? Pfft, just keep talking. Trust me, they'll let you go just to shut you up. You're practically unstoppable—as long as your mouth is moving.

Regenerate, Degenerate [600 DP]
Why hide when you can heal through the pain? With this, you're rocking the same level of regeneration as *yours truly*. Bullets, blades, blunt trauma—none of it will keep you down for long. Small wounds? Gone in minutes. Broken bones or nastier injuries? Those will take a few hours, tops, before you're back on your feet. Basically, you've got the kind of healing that'll let you walk into the messiest of situations and walk out laughing. It's a solid deal—trust me, I've been living it.

> **Capstone Boosted:** Oh, now it's just unfair. With this upgrade, you take that awesome healing factor and crank it up past mine! That's right—*you* heal from things that would leave me in pieces. Blown to bits? You'll be back before they can even sweep up the ashes. Lose a limb? It'll regrow faster than you can say "sword fight." You'll bounce back from anything, including injuries that would leave *me* cursing the universe. Your healing factor goes beyond fast—it's almost instant when the stakes are high enough.
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> **And here's the part that really pisses me off**: *you* get to keep your good looks. Seriously, you get a stronger healing factor *and* a face that doesn't look like it was hit by a truckload of ugly? That's just not fair. I mean, I'm happy for you and all, but come on! Do you know how hard it is to be this sexy with a face that resembles a melted cheese pizza? Ugh, I need a drink.

Time Traveler Perks

Welcome, future warrior! You're here to mess with timelines, wield advanced technology, and brood dramatically in the rain. With these perks, you'll be able to manipulate time, utilize

high-tech weaponry, and generally make everyone else feel like they're stuck in the Stone Age. These perks are **discounted** for Time Travelers, because bending the rules of reality should be a little easier when you come from a future where none of this matters.

Future Tech Know-How [100 DP]
Ever look at a gadget from the future and think, "What does this button do?" Well, with this perk, you'll never have to wonder. You have an intuitive understanding of advanced technology, no matter how far beyond the current era it is. Whether it's a high-tech weapon, a personal shield, or some fancy piece of medical equipment, you can figure out how to use it almost immediately. And if you don't have access to future tech yet? Don't worry, you'll be able to modify current tech to make it a lot cooler. Your smartphone? Yeah, you just turned that into a laser pointer. Don't ask me how.

Heavy Metal [200 DP]
You ever look at Cable and think, "Man, that guy's got serious cyborg swag"? Well, now you can, too! With this perk, you get your very own cybernetic enhancement—usually a limb, but hey, I don't judge if you wanna go full sci-fi. You'll get increased strength, durability, and an extra helping of that sweet futuristic badassery. Need built-in weaponry? Boom, done. Fancy a personal shield? You got it. Future-grade tech means you can load this baby with all the features you want—as long as your new limb can handle it. So, don't go trying to stuff a rocket launcher into your pinky finger, alright?

Now here's where it gets spicy: this enhancement isn't stuck in the past. It can be upgraded over time, keeping any fancy features you add in between Jumps. That's right, your cyber-limb evolves with you. And for those of you with Alt-Forms or animal forms in some weird alternate dimension (don't worry, I've been there), your enhancement can take on other forms—like a wing, tail, or whatever fits. Who wouldn't want a rocket-propelled tail or laser-guided wings?

Just remember, size matters! You can only pack as many features as your cyber-part can realistically handle. But come on, you'll figure it out. After all, you've got future tech on your side!

Temporal Sense [400 DP]
With this perk, you gain a finely-tuned awareness of time and the timeline you're currently in. You can sense when things are out of place, when time has been altered, or when someone is meddling with history. Think of it like a spider-sense, but for time travel. You'll feel temporal disturbances, inconsistencies in the timeline, and even slight shifts in your own personal history. This makes you great at catching other time travelers (or making sure no one catches you).

Master of Time [600 DP]
Now we're talking. With this perk, you gain control over time itself—or at least a small chunk of it. You can rewind time for a few seconds, allowing you to undo mistakes, dodge deadly attacks, or just mess with people by "Groundhog Day"-ing your way through an argument until you win. You can also slow down time around you, giving yourself a speed advantage in combat or helping you react to events in superhuman ways. This isn't full-on time travel (yet), but it's a

major step in that direction. Just be careful—time doesn't like being messed with, and using this power too often could attract unwanted attention from… well, you'll see.

Capstone Boosted: Alright, now things get really interesting. With the Capstone Booster active, your control over time reaches Deadpool-level absurdity. Not only can you rewind time or slow it down, but you can now *comment on it* as you do. Want to make a snarky comment about how the last five seconds "didn't count"? Go ahead, then rewind and change the outcome. Even better, you now have the power to *nudge* the timeline in your favor. Things just seem to fall into place, as if the narrative itself is bending to your will.

It's not just luck—it's time itself bowing to your whims. And let's face it, nothing's more badass than knowing the plot can't move forward without you.

Bad Guy Perks

Ah, so you want to be the villain. Not just any villain, but one of those heartless, cold, and *seriously* hard-to-kill types like Ajax. Maybe you enjoy making others suffer, or maybe you just love having power over people. Either way, these perks will help you become the kind of villain who gives heroes nightmares. And remember, these are **discounted** for all you **Bad Guys** out there.

Cold-Hearted [100 DP]
Ah, compassion and empathy… those sound like hero problems. Not for you, though! With this perk, you can flip that emotional switch off faster than I can make an inappropriate joke. Stressful situation? No biggie. You stay calm, cool, and totally detached, like the most boring villain at a board meeting. Torturing someone for info? No problem. Making cutthroat decisions? You won't even blink. Fear, guilt, regret? Nope. Nada. Zilch. You're an emotional brick wall. Flinch? Never heard of it. You're here to get the job done, no feelings required.

Super Soldier [200 DP]
Look at you, all enhanced and fancy! Whether it's thanks to a shady experiment (looking at you, Weapon X) or some natural-born badassery, you're now the definition of "built different." You're stronger, faster, and tougher than the average Joe, with the kind of physical power that makes people whisper, "Is that guy part mutant?" Punching through walls? Check. Leaping over obstacles like a ninja on caffeine? Double-check. Taking hits that would KO a regular human? Yup, you're still standing. You're the ultimate weapon, and nobody's gonna forget it. Ever.

Psychological Warfare [400 DP]
Oh, you don't just fight with fists—no, you go for the brain. This perk turns you into a mind-bending nightmare, terrorizing your enemies in ways they didn't even know were possible. You can twist their thoughts, make them doubt their every move, and plant fear deep in their heads until they're begging for mercy. Well-timed threats? Check. Intimidation tactics? You've got it down to an art form. You're not just terrifying; you're unpredictable, and that's way scarier

than being strong. By the time they're done second-guessing themselves, you've already won. No punches required.

Enhanced Durability [600 DP]
Okay, so maybe you're not indestructible, but you sure as hell can take a beating and keep going like it's no big deal. Punches, bullets, stabbings, even torture—you shrug it all off like you're made of steel and bad decisions. Your bones? Good luck breaking those. Your skin? Tough as nails. And your organs? Let's just say they're not going down without a fight. You don't heal like me, but you can take a serious licking and keep on kicking.

> **Capstone Boosted:** Think you're tough now? Pfft, with the Capstone Booster, you're a walking, talking tank. You somehow know exactly when to dodge or shift just enough to make those hits barely count. It's like you can *see* the attacks coming, adjust on the fly, and still look cool doing it. Oh, and your pain threshold? Through the roof. You could lose a limb and still keep fighting like it's just a scratch. And the best part? You can taunt your enemies mid-fight. "Did you really think *that* would work?" Yeah, they'll love that.

Items

Ah, so you want some *stuff*, huh? Of course you do. Every good mercenary, time traveler, or villain needs a nice bag of goodies to help them cause mayhem, break time, or, y'know, survive. But here's the thing: unlike perks, these bad boys can be lost, stolen, or *blown up* (believe me, it happens more than you'd think). Don't worry your pretty little head about it, though. If something gets destroyed, it'll come back to you after some time. Like a bad sequel, it's never really gone.

Now, here's the fun part: I'm giving you a nice, shiny **300 Deadpool Points (DP)** to blow on whatever items your heart desires. Go ahead, grab a few things that might help you survive my world. Whether it's weapons, gadgets, or something just plain weird, I've got you covered. And if you need more DP for items… well, better start saving or rolling for random locations!

So, what'll it be, Jumper? Shopping time starts *now*!

General Items

Stylish Clothing Bundle [50 DP]
Why look like a background extra when you could be *main character material*? With this, you get a closet full of badass outfits tailored for the *Deadpool* universe. Wanna look like a gritty mercenary? Done. Mysterious time traveler? Absolutely. Casual civilian who, by some miracle, never gets bloodstains? You got it! And that jacket? It never gets ruined, no matter how much action you see. Plus, you'll *always* look cool when the camera zooms in for that slow-mo hero shot. Fashionable *and* functional, baby.

Box Set of Deadpool Films [50 DP]
You know you want it: your very own **Box Set of Deadpool Films**. And guess what? You get it in whatever media format your nerdy heart desires—Blu-ray, VHS, LaserDisc, or, hell, maybe even ancient cave paintings. It's got all the behind-the-scenes extras, deleted scenes, and an alternate ending where I totally don't die (spoiler: I never die). This set is perfect for binge-watching between fights, showing your friends what a *real* hero looks like, or using it as an excuse to marvel at my *glorious* face.

Soundtrack of Awesome [100 DP]
Ever wish life had its own epic soundtrack? Well, buckle up, because with this beauty, you get your very own **mental playlist** that kicks in *just* when you need it. About to throw down in a fight? Cue "X Gon' Give It to Ya." Looking for a slow-mo strut? *Bam!* Sappy music for maximum drama. The best part? You control it. Skip, rewind, or loop to your heart's content. It's like having your own internal DJ, except they *actually* know what they're doing.

Handy Disguise Kit [100 DP]
You think a fake mustache is gonna fool anyone? Yeah, me neither! But hey, this **Handy Disguise Kit** is all about the fun of trying. Sure, the mustaches and wigs are a *bit* cartoonish, but that's the point. It's like throwing on a pair of glasses and pretending you're Superman. Use it for quick laughs, silly distractions, or when you're pulling one over on the easily duped (i.e., henchmen). Warning: May cause uncontrollable laughter—yours, not theirs. Now comes with a pair of Groucho glasses! Because subtlety is overrated.

The Bag of Holding Stuff [100 DP]
You've got too much crap to carry and not enough pockets—story of your life, right? Enter the **Bag of Holding Stuff**. It looks like a regular old backpack, but it can fit an entire arsenal in there. We're talking weapons, snacks, gadgets—*everything*. And no matter how much you stuff in, it never gets heavier. The best part? It magically gives you what you need right when you need it. Who needs organization when you've got *magic*?

Super Hero Starter Kit [200 DP]
So, you think you've got what it takes to be a hero (or villain)? Well, you're in luck! The **Super Hero Starter Kit** comes with all the essentials: a couple of cool weapons (guns, swords—your choice), a pair of stylish sunglasses (because cool factor matters), some basic first-aid supplies (because you'll need 'em), and a utility belt so overstuffed with gadgets, even Batman would be jealous. It's everything you need to look the part, fight the part, and, most importantly, *survive* the part.

Magic Satchel [300 DP]
Oh, baby, the **Magic Satchel** is back and better than ever! Just don't go getting your hopes too high, okay? This baby isn't your one-stop-shop for everything awesome. Sometimes you'll reach in for a bazooka and pull out a squeaky toy instead. That's just life. But hey, in a pinch, chaos is your friend. One second it's bullets, the next it's bubblegum—who's to say which one will save

your skin? You roll the dice every time you dip your hand in, so get ready for some laughs… or awkward moments. Random, ridiculous, and ready for action.

Drop-In Items

So, you're an ordinary Joe (or Jane) just trying to survive this crazy world, huh? No superpowers, no tragic backstory—just good ol' fashioned grit and a dash of dumb luck. Well, you're in luck (pun intended), because these items are perfect for helping a regular person navigate through all the chaos without getting splattered. They're **discounted** for Drop-Ins, of course, because hey—who said surviving a superhero universe had to break the bank? Superpowers? Nah. You've got gear.

Dopinder's Taxi [100 DP]
Why hoof it when you can ride around like a boss? With **Dopinder's Taxi**, you get your very own indestructible cab, complete with funky smells and lucky charms that seem to actually work. The thing's borderline invincible—survives crashes, gunfire, and probably the apocalypse if you push it. Need a quick getaway? Your cabbie's *always* waiting for you. And, just like Dopinder, it doesn't ask questions. You'll never pay for gas either, so no complaints, yeah?

Foolproof Map App [200 DP]
Welcome to the **Foolproof Map App**, where we guarantee you'll never get lost again! Just… maybe don't trust it too much. Sure, it'll help you find your way to the closest burger joint or hidden stash of goodies, but let's not go expecting it to map out the entire multiverse. It might struggle a bit in, say, *literal hell* or a chaotic alternate dimension. You'll still get where you need to go, but maybe with a few "recalculating" moments. Pro tip: If it starts talking in Latin, you might be in for a detour.

The Plot Armor Hoodie [400 DP]
Because who needs actual skill when you can have dumb luck on your side? Slip this bad boy on, and suddenly you're dodging bullets like you're in the Matrix… most of the time. Remember, it's called *plot* armor for a reason—sometimes the writers need you to sweat a little. You'll take fewer hits and avoid the nastiest surprises, but don't go thinking you're invincible. This is Deadpool's world, after all. Still, it's comfy as hell, never stains, and looks killer with jeans. Style and survivability in one? Nailed it.

Civilian's Escape Plan [600 DP]
Ah, the **Civilian's Escape Plan**—your all-in-one "I-should-totally-be-dead-right-now" button. But listen, let's be real here: it's not a magic eraser. It's more like a wild card—perfect for when you've royally screwed up. Once per jump, reality itself goes "eh, let's give 'em a break" and serves you an escape route on a silver platter. Just don't go abusing it, because, you know, karma and all that jazz. You won't always like how it works, but hey, when you're alive to complain, you're still winning, right?

Mercenary Items

You're a professional. A walking paycheck. Someone who solves problems with bullets, blades, and possibly explosions. And every professional needs the right tools. Lucky for you, these items are tailor-made for people who live and die by the sword—or gun—or grenade launcher (seriously, we've got it all). Whether you need *firepower*, more firepower, or even *extra* firepower (have I mentioned firepower?), these babies have you covered. And yeah, they're **discounted** for Mercenaries, 'cause nothing says "job well done" like saving a few bucks while you blow stuff up.

Twin Katanas [100 DP]
What's cooler than one katana? **Two katanas**! These bad boys are just like mine—sharp, sleek, and capable of cutting through most stuff like a hot knife through butter. You can even deflect bullets with them—if you've got the skills. They come with a fancy back sheath for that *superhero landing* look, and they're durable as hell. Swords are always the answer. If you disagree, you're wrong.

Custom Handguns [200 DP]
You want guns? You got guns. My **Custom Handguns** are *the* go-to choice for any self-respecting merc. Never jam, always reliable, and they come with endless ammo (well, within reason). Want silencers? Laser sights? We got those too. You'll look like a total badass, and even better, you'll shoot like one. Holster 'em up and get ready to leave a trail of destruction (and witty one-liners) in your wake.

Weapon Stash [400 DP]
Every professional needs a Plan B. With this **Weapon Stash**, you've got access to a hidden cache of military-grade goodies—assault rifles, grenades, sniper rifles, and more. Can't decide? No worries, you get *all of them*. Summon the stash wherever you are and get locked and loaded for whatever chaos is coming your way. Restocks after every use, because who doesn't like endless guns?

The Deadpool Suit [600 DP]
Welcome to the big leagues, buddy. With **The Deadpool Suit**, you're rocking the same outfit that made me a legend. It's bulletproof, fireproof, and can take one hell of a beating without falling apart (unlike some other costumes I could mention). It's lightweight, flexible, and even repairs itself over time. Plus, wearing this suit makes you feel like an absolute *badass*—which is probably why I wear it all the time.

Time Traveler Items

You're not just hopping around in a DeLorean—oh no, you're packing some seriously high-tech toys from the future. Your gear makes people's heads spin, and that's *before* they realize you

can time travel. These gadgets and weapons will keep you ahead of the curve (and the timeline), letting you mess with reality while looking damn good doing it. And hey, they're **discounted** for Time Travelers, because bending the timeline is a whole lot easier when you've got some shiny future gear to back you up.

Modular Future-Tech Gun [100 DP]
The **Modular Future-Tech Gun**: Because sometimes you need a sniper rifle, and sometimes you just want to blast things with plasma. This beauty's a jack-of-all-trades, but don't go thinking it's gonna make you an instant badass. Sure, it morphs into what you need, but switching modes takes a hot second. No instant *pew-pew* action here! Oh, and as for "infinite ammo," let's not get greedy. It refills between fights, so pace yourself. You're not some trigger-happy lunatic… unless you are, in which case, good luck!

Cybernetic Eye [200 DP]
Give yourself an upgrade with the **Cybernetic Eye**. Forget about normal vision—this sucker comes with tactical HUD, thermal imaging, night vision, and X-ray vision. It locks onto targets, scans threats, and highlights weak points. It's like having a cheat code for *everything*. Not to mention, it looks pretty badass. If Cable had one, why shouldn't you?

Temporal Beacon [400 DP]
Need to get out of dodge? The **Temporal Beacon** is your temporal lifeline. Call for backup, signal your future self, or trigger a time distortion to slow things down. Whatever you need, this beacon's got you covered. Oh, and it works across timelines—because why not?

Cable's Time Travel Watch [600 DP]
Boom, here it is—the **Time Travel Watch**. You want to hop through time? Change history? Fix your mistakes? This watch lets you do it all. Just press a button, and *whoosh*, you're outta here. But careful—use it too much, and you might catch the attention of some *bureaucratic overlords* from the TVA. Yeah, they *love* it when you mess with the timeline. But hey, you'll always have time to run!

Bad Guy Items

So, you decided to go full villain, huh? Can't say I'm surprised. But don't worry, I'm not here to judge. Actually, I *am* here to judge—but I'll still help you out, 'cause I'm a generous guy like that. Every good bad guy needs the right tools to torment their enemies, control the weak-minded, and generally cause chaos. These items? Perfect for all that, and they're **discounted** for Bad

Guys because, let's be real, you probably stole that "Evil Overlord Discount Card" in the first place. Nice work.

Power Suppression Collar [100 DP]
Ah, the old "make 'em powerless" trick. This **Power Suppression Collar** is just like the ones they used in *The Ice Box* to shut down mutant powers. You slap this bad boy on any superhuman or mutant, and BAM—no more powers. It's like an "off" switch for heroes. You can use it to keep those pesky goody-two-shoes under control, or just laugh as they struggle to take it off. It's not coming off easy, trust me.

Enhanced Torture Kit [200 DP]
Okay, this one's for you sickos out there. The **Enhanced Torture Kit** is for when you want to really mess with people. We're talking nerve-wracking (literally) devices, mind-bending psychological torment, and some good old-fashioned tools of pain. You can pull out the classics, or hit 'em with some future-tech that scrambles their brains, leaving them drooling or crying—or both. You're not just beating your enemies; you're breaking them.

Weapon X Serum [400 DP]
Oh, you're feeling a little weak? Well, here's your fix: the **Weapon X Serum**! Just like the one that made Ajax all super-strong and annoyingly unkillable (until I, you know, killed him). Inject this stuff, and you get super strength, speed, and reflexes. You'll also be able to take hits like a champ—no healing factor though, so don't go trying to Deadpool yourself out of a decapitation. But hey, now you can punch through walls and not feel it in the morning. Yay for unethical experiments!

Ajax's Mutation Chamber [600 DP]
Oh-ho-ho, this is the *big leagues*. You get your very own **Mutation Chamber**, like the one that turned me into a sexy, unkillable mutant. This bad boy lets you activate someone's latent mutant genes or, if they don't have any, forcefully mutate them. Most people either die or become horribly disfigured—fun! But if they're lucky, they'll get powers. Use it on yourself, your enemies, or create your own army of twisted superpowered minions. The results? Unpredictable. The fun? Guaranteed.

Companions

So, you're not one of those "lone wolf" types, huh? Don't worry, I totally get it. Even I get bored of talking to myself after a while. That's why you can either **import** your best buddies into this chaos or roll with some *Deadpool*-verse faves. You'll get the chance to build a squad of badasses (or maybe *not*-so-badasses) to help you survive all the fourth-wall-breaking, head-exploding action. And don't worry, we've got discounts depending on your origin—'cause sharing is caring, even in a shootout.

Companion Import [100 DP per]
Got friends? Well, now they can come along for the ride (lucky them)! For **100 DP** per buddy, you can import them into the setting and give them their own budget of **600 DP** to spend on perks and items. That's right, they get their own shiny new abilities, gear, and whatever else they need to survive—though probably not as much as you (sorry, you're still the star of the show). Just remember, no overloading them with the good stuff—they're here to *assist* you, not steal your spotlight.

Dopinder [100 DP - Free for Drop-Ins]
Everyone's favorite cabbie! Dopinder's got your back (as long as it doesn't involve fighting), and with him on your team, you've got a reliable ride anytime, anywhere. He gets his **own cab for free**, and it's about as indestructible as his *optimism*—though maybe don't ask him about Bandhu. Dopinder's perfect for those who need an escape driver or someone to chat with on long trips.

Deadpool [300 DP - Discounted for Mercenary's]
Hey, look, it's me! And for a *bargain* price, too. If you're smart enough to snag me as a companion, you get the full package: all my wisecracks, mad fighting skills, and I come fully equipped with my **suit and katanas for free**. That's right, no DP spent on that extra gear. Just keep in mind, I don't follow orders very well, and I tend to hog the spotlight—but it's *so* worth it. Plus, I make great company (when I'm not driving you crazy).

Cable [300 DP - Discounted for Time Travelers]
Got a time problem? Cable's your guy. He's serious, he's brooding, and he's packing enough future tech to make everyone else feel *seriously* underdressed. When you grab Cable, he comes with his **time-traveling weapon and cybernetic eye** at no extra cost. He's the perfect teammate for when you need heavy firepower, time manipulation, and someone to constantly remind you how much you're screwing up the timeline.

Juggernaut [300 DP - Discounted for Bad Guys]
You want muscle? You want **unstoppable** muscle? Look no further than the Juggernaut! This guy is a one-man wrecking crew, and he's yours to command (though "command" is a *very* loose term here). You don't get him any special gear because, well, *he doesn't need any*. Juggernaut is just naturally awesome, and if you need someone to bulldoze through a small army or a building—or both—he's your guy. Try not to get in his way, though. You won't like how that ends.

Yukio [200 DP]
"Hi Yukio!" "Hi Wade!" Yeah, yeah, I know. You love her, I love her, we *all* love her. She's just the sweetest little bundle of lethal adorableness! With Yukio as your companion, you get a certified lightning-wielding badass who will smile at you while she electrocutes your enemies into submission. And guess what? She's totally cool with your craziness. She'll wave to you mid-fight with that cheerful "Hi Jumper!" while making it rain volts on bad guys. She's a ball of optimism

wrapped in deadly precision, and honestly, you could use a little positivity in your chaotic life, don't you think?

Negasonic Teenage Warhead [200 DP]
Oh, you're looking for someone who'll roll their eyes at your jokes and blow up everything around you with nuclear-level blasts? Look no further than Negasonic Teenage Warhead! She's a living explosion with a side of sarcastic teen angst. Don't expect much chit-chat or laughs—she's more into causing total mayhem while making you feel like the biggest dork in the room. But, hey, those explosions? Worth it. Plus, she's got a solid moral compass, even if it's hidden under layers of "whatever." Good luck trying to impress her. You won't. Ever.

Colossus [200 DP]
Time to bring in the big metal guy with the heart of gold. Colossus is like the world's most polite, indestructible tank. Sure, he's constantly nagging you about doing the right thing and following hero rules, but when things get rough, you'll be grateful for this walking wall of steel. He's the classic boy scout—always ready to save civilians, always trying to get you to stop swearing (good luck with that, right?), and always prepared to take a hit for the team. He's basically a moral compass with muscles. Lots of muscles. Need a moral boost (and someone to hold a building up for you)? Colossus has got your back.

Kidpool [200 DP]
Imagine all my chaos, packed into one pint-sized, sword-wielding kid. That's **Kidpool**. He's a child version of me from some alternate dimension (I don't know, blame the multiverse), and he's *just as dangerous*—but smaller, so more agile, I guess? He's not here to listen to authority, but he's got your back when things get dicey, swinging dual lightsabers (yes, you read that right). Just… keep an eye on him. He's a little *reckless*.

Domino [250 DP]
Domino is your gal if you need luck on your side. She's not just lucky; she's *ridiculously* lucky, which makes her a perfect fit for any mission where the odds aren't in your favor. Grab Domino, and things just start going your way—whether it's avoiding death traps or pulling off a nearly impossible heist. She's smart, cool under pressure, and has a habit of getting things done, even when everything should be going wrong.

Ladypool [300 DP]
Like me, but with more curves and way better hair. **Ladypool** is everything you love about Deadpool but, you know, female. She's just as deadly, just as unkillable, and just as annoying (sorry, that's part of the deal). She comes with her own **Deadpool-style suit and katanas** at no extra charge, and you can bet she'll keep things lively with her snark and over-the-top antics. Double the Deadpool, double the trouble.

Laura Kinney (X-23) [300 DP]
Meet the grown-up version of Laura, aka X-23—better known as Wolverine's clone with anger issues and adamantium claws. She's all grown up now, and guess what? She's just as terrifying

as Logan, but with a few more years of dealing with her emotional baggage. She's a lethal fighter with killer instincts (literally), and those claws are still sharp enough to cut through anything. She's a bit more balanced now, but don't push her buttons unless you want to end up on the wrong side of those claws. Laura's not just about rage anymore—she's smart, strategic, and ready to carve her way through whatever mess you've dragged her into. Just don't call her "Wolverine Lite." Trust me, it won't end well.

Variant Wolverine [400 DP]
What happens when Wolverine fails to save the X-Men? You get this guy—**Variant Wolverine**, a version of Logan from a timeline where he couldn't save his teammates and is haunted by guilt. He's still got all his badassery: healing factor, adamantium claws, and enough combat experience to tear through anything in his way. But he's *serious*, like *really* serious. You'll probably have to deal with a lot of brooding, but when it comes to slicing through enemies, no one's better.

Drawbacks

Feeling a little *masochistic* today, Jumper? Want to crank up the chaos and make things *way* harder on yourself? Well, here's your chance to earn some extra DP by taking on these lovely **Drawbacks**. But don't say I didn't warn you—things are about to get rough, weird, and maybe even a little… Deadpool-y. The more points you want, the more ridiculous things are gonna get.

Fourth-Wall Banter +100
Hope you weren't looking forward to some peace and quiet, 'cause with this drawback, you're gonna have me—or, y'know, my *voice*—in your head for the whole jump. I'll be commenting on everything you do, making fun of you when you screw up, and generally being my charming self. You can *try* to ignore me, but let's face it—you'll probably love it (or hate it, whatever). Either way, I'm not shutting up.

"Merc With a Mouth"? More Like Merc With a Target +100
Deadpool has a lot of enemies—and now they're *your* enemies, too! With this drawback, every bounty hunter, assassin, and general psychopath that's ever had beef with Deadpool is now after *you*. Whether you deserve it or not, they've decided you need to be taken out. Expect random ambushes, surprise attacks, and generally never feeling safe again. Enjoy!

Ultimate Bad Luck +200
You've heard of Domino's insane luck, right? Well, this is the *opposite* of that. Everything that can go wrong, will go wrong. Plans will backfire, weapons will jam at the worst possible time, and you'll trip over yourself more often than you'll care to admit. It's like the universe is out to get you—and honestly, it kind of is. Good luck with *that*.

Weapon X Reject +200

So, you thought getting that sweet **Weapon X** treatment would be all rainbows and adamantium claws? Think again. With this drawback, you're a *failed* Weapon X experiment. You've got some powers, sure, but your healing factor only works *sometimes*, and the rest of your enhancements are a little… unreliable. You'll be in constant pain, and every now and then, your body might just decide to betray you—muscles giving out, bones cracking, or worse. Good luck being the ultimate badass when you're stuck feeling like the ultimate failure.

Juggernaut's Rival +200
Congratulations, you've pissed off the **Juggernaut**! Now he's made it his mission to hunt you down and smash you into the ground. Everywhere you go, he's not far behind, ready to bulldoze through anything (and anyone) standing between him and you. And guess what? He doesn't stop. Like, *ever*. So yeah, have fun running from an unstoppable force that *really* wants to crush you into a fine paste.

Wanted by the TVA +300
Messing with timelines is fun… until the **TVA** shows up. That's right, you're on the **Time Variance Authority's** most-wanted list, and now they're constantly on your tail. These bureaucratic time cops will pop up randomly, trying to arrest or erase you for screwing with the timeline. They're persistent, they've got a lot of firepower, and let's be honest—dealing with time cops is *never* fun. Better start running!

Constantly Mutating +300 DP
You know how Ajax's **Mutation Chamber** forces people to mutate under extreme stress? Well, now your body's doing it all on its own. With this drawback, you're in a constant state of mutation, and not in a cool, "get awesome powers" kind of way. Your body will change randomly, gaining mutations that are more *inconvenient* than useful. Maybe you'll grow an extra arm that doesn't work, or maybe your skin will turn blue—who knows? The mutations will keep coming, and you'll just have to deal with it.

Deadpool's Doppelgänger +300
Hope you like company, 'cause with this drawback, there's now a **Deadpool Doppelgänger** running around who looks just like you. He's out there wreaking havoc, pulling pranks, and generally making your life hell by ruining your reputation. Oh, and everyone thinks *you're* the one doing it. Imagine being blamed for all the stupid stuff Deadpool does, *without* actually being Deadpool. Fun, right?

Temporal Displacement +400
Whoops! Your time-traveling antics have caught up with you. With this drawback, your position in time becomes unstable, and you randomly jump through different time periods—sometimes in the middle of an important mission, sometimes when you're in the bathroom (awkward). You never know *when* you'll get thrown to another era, but it always seems to happen at the worst possible moments. Good luck keeping anything consistent when time itself is playing musical chairs with your life.

In Over Your Head +500

You ever get that sinking feeling that you're way out of your league? Well, with this drawback, you'll be living that feeling *constantly*. All the enemies you face will be *way* more powerful than they should be. Regular mooks? They've been juicing. Low-tier villains? They've been promoted. And the big bads? They've leveled up so hard, it's like you're fighting bosses in *New Game Plus*. Everything is harder, tougher, and more dangerous. Good luck, hero—you're gonna need it.