

...a Jumpchain by Herid Fel. Version 1.3

"S.H.I.E.L.D. director Nick Fury sends a dire message from the future: multiple dimensions have collided and our reality is shredding apart!

You must gather the Marvel universe's mightiest superheroes and villains, and prepare for the final battle to save our timeline!"

...This may be the 90,000th time you've fought this "final battle", given that you're stuck in a time loop. You must fight continuously against thousands of enemies, including some with the power of Thanos himself, and you're coming in as the equivalent of a level 1 scrub. Oh, and you start with **000** Combat Points (CP).

Before you start getting upset, you'll have some help in getting through this: take a look below at the free perks and items that you'll get while you're in the jump. Don't say Jump-chan never did anything for you.

This is a gauntlet by default, meaning you are reduced to your Body Mod and lack access to your Warehouse and its items. Additionally, the jump does not last for a specific period of time. Instead, you must complete one of the scenarios listed below. When you have done so, you complete the gauntlet.

One of the weird things about this cluster of universes is ISO-8. ISO-8 has the peculiar property of enhancing any objects with which it is combined, giving the greatest enhancement to the weakest items. This is a place where Bullseye could take on Thanos with guns, knives, and playing cards and conceivably win the fight, albeit with great difficulty. ISO-8 also seems to limit widespread reality warping and weakens the most powerful superheroes and supervillains, making it more difficult to fix the shredded dimensions but simultaneously making it difficult to make things even worse than they already are.

Background

You may freely choose your age, sex (male or female), race (human, mutant, Inhuman, alien, or other), and allegiance (hero or villain). You start in the ruins of New York City in the middle of one of the time loops.

Battle Types (Origin)

Choose one of the following battle types:

Combat (Free)
Your preferred fighting style relies on brute strength. You're more likely to get up close and overwhelm your targets than to stay at range. The combat type is represented by warriors, martial artists, and Hulks.

Speed (Free)
Where the combat types go for power, you're all about the finesse. The speed type is best represented by archers, speedsters, and Spider-people.

Blast (Free)
Whether it's guns or energy beams, you prefer to operate at a distance. You're more likely to impose status conditions to disorient your foes than the other battle types. This is the battle type of magicians, psychics, and energy manipulators.

Universal (200 CP)
You've got the raw strength of a combat type, the energy manipulation capabilities of a blast type, and if it weren't for the effects of ISO-8, you'd probably be substantially more powerful than most everyone else. This is the battle type of royal Asgardians and the cosmically empowered.

All of these origins may be treated as drop-ins, or you may choose to take the place of an existing character (see the notes for a list of the current playable characters). Doing so grants you an alt-form, as well as overwriting your background information as appropriate.

Power Set

You're going to be fighting for your entire time here, so it'd be helpful if you knew how to fight. All characters start out with a pair of special moves, and as they gain levels, they unlock up to three other attacks (an additional "limit break" attack is gained if they advance to Tier III; alternatively, a "big boost" team attack known as an "Awakened Skill" is made available to some characters when they reach level 70). Here's the skinny on your particular character's power set.

Basic (Free)
Most of your power set consists of simple attacks, with maybe a single multi-attack or a short-duration status effect like stun or "guard break" which can disrupt attacks. You may have challenges finding people interested in teaming up with you unless you have something else to bring to the table. You will be unable to advance to Tier III or gain an Awakened Skill.

Strong (200 CP)
You've got a few multi-attacks and your status effects last longer or are more difficult to resist. Your powers flow into one another, creating synergies like a power which causes you to jump back and another power which unleashes a strong long-range attack.

Meta (400 CP)
Your attacks do things like create zones which charm your enemies, throw out tons of attacks while moving around the battlefield, and temporarily boost your strength (or decrease your opponents' defenses) to hit even harder. Some of your status conditions affect the bosses here who would otherwise ignore any "lesser" effects.

Perks

Perks associated with a specific origin are discounted to 50% of their normal cost for characters with that origin, or free in the case of 100 CP perks.

General perks

If You Get Killed, Walk It Off (Free)
While you are in this gauntlet, death doesn't have the same hold on you. You will automatically revive from being "killed" while in a mission if your teammates successfully complete the mission, and even if your whole team dies, the only effect is a quickly-fading sense of disquiet as you ready yourself to fight once more.

I Can Do This All Day (Free/200 CP to retain)
You really can do this all day. When you are fighting, you ignore the need for food, water, sleep, and rest, and by the end of the jump, fighting for as long as you'd otherwise need to sleep replaces those needs. Fighting no longer bores you, either – you can maintain your maximum level of focus on continuing to fight no longer how long you've been going. Outside of this jump, you may choose to change "fighting" to some other activity of comparable specificity, but once changed, that activity remains set until you go to another jump.

Effective Leadership (100 CP)
Everyone has some leadership potential, but there's a big difference between adding 6% to your team's attack and movement speeds and adding 50% to all of your team's attacks. Your leadership is top-notch, either adding 50% to attacks or defenses, 60% to a specific type of damage, or preventing all negative status effects for 20 seconds out of every 25.
For an additional 100 CP, this becomes a **Team Passive**, allowing it to apply to your Marvel Future Fight team whether you are acting as a leader of the team or just a member.
Outside of this jump, equivalent bonuses apply to a small group that you lead or are a member of, as appropriate.

Neutral (100 CP)
There are superheroes; there are villains. Then there's you. Like the Destroyer Armor, your allegiance for this jump is effectively set to Null. This means that you can generally count as a superhero or a villain, whichever would be more advantageous at the time… though if someone were to gain a benefit against superheroes and villains alike, you'd still be in the clear. You may optionally also apply this sense of neutrality to your sex.
After this jump, you may also choose to declare yourself to be neutral in any existing or newly-arisen conflict. All sides will instinctively honor your neutrality once declared, though if you are

caught taking actions which would align you with a side, you cannot benefit from this perk in that conflict again.

Send in the Clones! (100 CP)
One of your powers summons a short-lived "clone", though it need not share your form, which will fight alongside you against the countless hordes. This clone's power scales with your own, though its maximum power is only about two-thirds of yours. Whenever you re-summon the clone, it is healed of all injuries, even if it had been knocked out or killed. You may choose to import a follower into this clone if you desire.
Alternatively, you summon multiple clones, but they are proportionately weaker (e.g., two clones would each have a maximum power equal to about one-third of your own).

Team Bonus (200 CP)
You have a strong connection with one of your companions, allowing you to play off one another's strengths and compensate for any weaknesses. The two of you are always aware of one another's health and general condition. If the two of you are in the same dimension, then you are also aware of your relative locations, and once per day, one of you may teleport to the other's side or swap places.
Special: The CP cost for the perk may be split between the Jumper and the paired companion if the companion has been purchased in or imported into this jump. This perk may be purchased multiple times.

Native Tier II (300 CP)
As Captain America is to a normal human, so are you in comparison to a normal superhero or supervillain. Your strength, speed, durability, energy projection (if applicable), intelligence, and fighting skills are all improved. You find it twice as easy to train your skills and powers as you did before. This also acts as a capstone booster for each of the origins' capstone perks.
Special: The Universal battle type may purchase this perk for 200 CP.

Chaos Magic (400 CP; discounted for **Meta** power set)
The Scarlet Witch's powers might have little more than the ability to cause bad luck, but the intervention of the demon Chthon granted her access to Chaos Magic. Chaos Magic amplifies any innate energy manipulation abilities, especially those which seek to harm living creatures or forces of life such as the Phoenix Force. In future jumps, that would extend to benefitting evil magics or destroying "holy" forces.

Phoenix Force (400 CP; discounted for **Meta** power set)
Jean Grey was the original Phoenix in this multiverse, but a few more hosts of the Phoenix Force have since arrived. It so just happens that you're one of them. While this means that any fiery attacks you may have hit a little harder, the part which probably interests you the most is the Phoenix resurrection. Once every five minutes (or every ten years outside of this jump), if you'd be killed or knocked out, you're instead revived at full health, mana, and in all other ways as refreshed as you'd be after a good night's rest (fiery aura optional).

Power Cosmic (400 CP; discounted for **Meta** power set)
The Power Cosmic has appeared in Marvel Future Fight with the arrival of the Silver Surfer, though oddly enough, Thanos has also managed to gain some control of it as well. While stifled by ISO-8, the Power Cosmic is limited to weakening defenses of opponents and doing more damage to superheroes and villains. Outside of this jump, the small spark of Power Cosmic slowly grows until it reaches the level of a Herald of Galactus.

Always Room For Improvement (400 CP)
Even as time repeats itself in this universe, characters grow stronger until the formidable challenges of prior years become the pushovers of today. You've taken that philosophy of continuous improvement to heart. You no longer have any limits to how far you can train your abilities, powers, or skills, and you'd have to make a conscious choice to see those capabilities decrease - they won't decay through disuse or the passage of time.

Combat

Tough Guy (100 CP)
It'd be a shame if you were knocked out before you could even reach your opponent. No worries. You're noticeably tougher than before, able to take approximately 50% more punishment before being knocked out or killed.

Regeneration (200 CP)
Not only is it difficult to drop you, you heal from your wounds quickly. Maybe one of your powers has the side effect of restoring some of your health. Maybe a severe injury triggers a sudden and noticeable recovery, or you may just always heal a small amount whenever you're slightly injured. Whatever the case, it's still possible to overcome this regeneration if you're hit hard enough or often enough, but even five successful attacks or a minute's rest (depending on your trigger) would be enough to bring you from death's door to fully healed.

Invincibility (400 CP)
You gain a limited invulnerability when you use a particular one of your powers. You may choose to become immune to all damage, immune to all physical damage and physical-related conditions, or immune to all energy damage and energy-related conditions. This invulnerability lasts for most of the time until you're ready to use the attack again, but there will be a one- or two-second gap which your enemies can try to exploit.
Native Tier II: You have gained a true and complete invincibility, becoming immune to all types of damage and conditions while your invincibility is active.

Blast

Hover Power (100 CP)
It's an odd thing, but the blast battle type also seems to contain most of the flyers in this universe. I guess ranged attacks and flight go together like chocolate and peanut butter. You've joined their ranks: you are now able to fly as fast you can walk or run with the same amount of effort.

Master of Conditions (200 CP)
The blast battle type is known for its powerful status conditions. The status conditions you inflict last longer, and your opponents have a harder time resisting them. In this jump, this might mean that you could chain your powers back-to-back so that your foes can't even act against you unless they are powerful bosses.
In future jumps, in addition to increasing the duration and penetration of your status effects, friendly fire is a thing of the past, as you can choose to "dial down" the effects of any status conditions you would inflict, making an individual choice for each potential target.

Reflect (400 CP)
When you use a particular one of your powers from this jump, you gain a passive aura which punishes your attackers, striking back against them with a force proportional to the damage that

their attacks dealt to you (or would have dealt if you prevented some damage somehow) and your relative strength. In general, you would need to be twice as powerful as your attacker to fully reflect the attack. You may choose to reflect energy damage or physical damage.
Native Tier II: You are able to reflect both energy damage and physical damage, and the retribution is no longer capped by your strength. In future jumps, you may even be able to learn how to reflect other types of negative effects as well.

Speed

Speed Freak (100 CP)
The speed battle type relies upon its mobility to maintain the proper distance from its foes, so getting stuck would be a real shame. Fortunately, you've become immune to anything that would keep you from moving freely, be it webs, a hunter's snares, or mystic bindings, though this does not protect against something which affects your ability to move as a side effect (e.g., becoming stunned or mind controlled).

Guaranteed Dodge/Ignore Dodge (200 CP)
While speed characters are known for their ability to dodge attacks, their enhanced reflexes can also work the other way, allowing them to re-adjust and connect with an attack that would otherwise have missed. You're a master of both sides of the coin, ably avoiding attacks while countering with your own accurate blows. This even allows you to dodge some types of attacks that don't seem capable of being dodged, such as finding a way to dodge an explosion from the center of it.

I-Frames (400 CP)
One of your powers has an ineffable quality to it. Once you have begun using it, your enemy becomes incapable of targeting you with attacks until the attack has concluded. The attack may be dodged or otherwise defended against, but the only way that it can be disrupted is if the enemy moves out of range or otherwise becomes incapable of being targeted with attacks, or if you are damaged by an area effect. There will be a one- or two-second gap where you are unprotected by the I-Frame's defenses before you can use it again.
Native Tier II: Your attack extends beyond normal barriers. Perhaps in other worlds, it might even cross between dimensions? Not only can you disrupt the I-Frames of others with it, the prohibition against targeting you with attacks remains in place regardless of what your enemy might do.

Universal

All-out Attacker (100 CP)
Like Rock-Paper-Scissors, the other battle types find themselves stronger against one type and weaker against the other. You go a different route. While you have no defensive advantage against any of the other battle types, you have an offensive advantage against all of them save for your fellow universals. In future jumps, you're able to trade defense for offense on a metaphysical level, gaining twice as much firepower as you gave up in defense.

Super Armor (200 CP)
You shrug off the simple attacks of lesser foes as though they weren't even there. In addition, if a more powerful enemy would cause you to flinch or otherwise disrupt your attack, you can ignore that distraction, though this won't prevent any damage that the enemy's attack might cause.

Pierce (400 CP)

A particular one of your powers has an uncanny ability to find weak spots in others' defenses, be it a gap in an otherwise impenetrable energy field or the heel of Achilles. You can treat those defenses at half of their normal strength at a minimum, up to treating those defenses as nonexistent.

Native Tier II: You do not simply find existing weaknesses. Your ability to pierce defenses has evolved, to the point that even that which is wholly invulnerable will somehow find itself weakened against your attacks. Even immortal beings could find themselves dying at your feet.

Items

Marvel-ous Materials (Free/100 CP to retain)

Gear-up kits, norn stones of various colors (including rainbow!), Uru metals, M'Kraan crystals and shards, phoenix feathers, cavorite… there's a lot of random stuff that people here need to advance to the next level. It's a good thing that you'll always have enough resources on hand that your advancement won't be delayed, though you'll still need to collect these sorts of resources to improve your allies and teammates. You can pay 100 CP to continue to be resupplied on a monthly basis, post-jump. Most of it won't have the same sort of power outside of its home dimension, but even a fraction of a norn's power might be of interest to you.

Taxi (Free)

They say that you can never find a taxi when you need one, but that'll never be true for you again after coming to Marvel Future Fight. Most people here use them to hit their enemies, but I guess you could drive it if you really wanted to. It doesn't require fuel, and if it's damaged, another one is available in a few seconds.

Native Tier II: Instead of a taxi, you may choose to have a helicopter. It still doesn't require fuel and replaces itself when damaged.

ISO-8 Set (100 CP):

You gain a fully awakened ISO-8 set which grants you minor bonuses to strength, speed, and durability. It also grants one of the following benefits, triggering at most once every minute:

- *Drastic Density Enhancement*: When you make an attack, you create a shield which protects you against future attacks, scaling to provide you protection even as you grow tougher.
- *I Am Also Groot*: When you make an attack and are meaningfully injured, your wounds quickly heal. This isn't enough to bring you from death's door to fully healed, but it'll make a good dent in your dents.
- *Power of Angry Hulk*: When you make an attack, your attacks grow considerably more powerful for the next twenty seconds.

Additional Inventory Slots (200 CP)

No one ever really asked where all of those **Marvel-ous Materials** from above actually get stored, but they must go somewhere. Now, you have more space: up to 750 slots which can store crafting materials, biometrics, comic books, and so on. You gain access to a similar inventory interface in future jumps, with identical items stacking into a single slot, and each slot capable of holding an item up to 2 meters in each dimension.

Type Enhancer (200 CP)

Each of the battle types has an innate advantage over at least one of the others, either providing an offensive and defensive boost against one other battle type or an offensive boost against three

other types. With recently unearthed technology which makes use of the antigravity material cavorite, this battle type advantage can be further enhanced to twice its usual effect. Outside of this jump, the type enhancer doubles the effectiveness of any situational bonuses you may have from other perks and powers.

Uniform (200 CP)

You gain a snazzy-looking uniform which grows in quality as you do so that it always provides adequate protection against what you'd consider to be a meaningful threat. You also gain one of two benefits:

- You gain a second battle type, reducing the cost for all applicable perk purchases.
- Your power set improves in quality by one step. If your power set is already at the meta-level, then your damage increases substantially and you move from one attack to another more smoothly and gracefully, making it harder for your attacks to be disrupted.

You may import another uniform or set of clothing into this item to gain these benefits, post-gauntlet.

Celestial Tech Pack (300 CP)

This technology was created by the Celestials, and similar caches of technology discovered by En Sabah Nur in ancient times were powerful enough to transform him into Apocalypse. While you're in this jump, they are somewhat limited, providing a moderate damage boost and mimicking the effects of the Invincibility, I-Frames, Reflect, or Pierce perks (choose one). Post-jump, having a single tech pack would also provide substantial information on a branch of Celestial science (e.g., military technology, genetic engineering, cosmological physics, cybernetics) and gaining four of them would allow you to equal the Celestials themselves in knowledge, and perhaps one day in power.

Note: You may purchase this item up to four times. Additional purchases are reduced in cost to 100 CP (i.e., the cost to purchase all four Celestial Tech Packs would be 600 CP).

Companions

You may spend any amount of CP to grant all of your companions twice that amount of CP (e.g., spending 100 CP grants all companions an additional 200 CP).

Import Existing Companion (Free): Three is a number with profound metaphysical significance in Marvel Future Fight. Therefore, only a maximum of two companions may be imported into this jump. Each companion gains an origin and CP equal to the amount that you have gained from this jump's drawbacks. They are also reduced to their Body Mod-equivalents and may not take any additional drawbacks.

Canon Companion (100/200 CP): For 100 CP, you may choose any character from Marvel Future Fight who is not a Native Tier II character to become your companion. For 200 CP, you may select any Native Tier II character to become your companion. A link to a list of all the characters currently available in Marvel Future Fight and their Battle Types may be found in the Notes. Canon companions gain CP equal to one-half the amount that you gained from this jump's drawbacks, rounded down to the nearest multiple of 100.

Scenarios

You must complete one of the following scenarios to end the jump, unless **Not a Gauntlet, Not a Scrub** is taken as a drawback. In that case, completion of a scenario is optional. You may take as many scenarios as you wish, though the reward can only be obtained once.

Each of the following scenarios is based upon one of the Elders of the Universe. So far, only the Grandmaster has shown up in Marvel Future Fight, but it's a safe guess that at least some of his brothers and sisters are also hanging around somewhere.

The Champion!

The Champion seeks a worthy challenger for the title of the greatest warrior in the universe! In order to prove yourself a potential foe, you will need to showcase your martial prowess without relying upon any assistance. You must defeat Daredevil, the king of Shadowland; the Ultimate version of World Boss Thanos; and a Galactus weakened by hunger by yourself before you are brought to face the Champion himself! Whether or not you defeat him, he will reward you for your honest effort.

The Collector

The Collector has had something of an existential crisis with the increasing number of dimensions colliding. After all, what good is it if he has a complete set of Infinity Gems when a dozen other people have their own? Unique just isn't what it used to be. You need to do something to cheer him up. How about a huge party, where every superhero and supervillain in the universe is invited? You'll need to get the support of each of them and convince them that they can afford to take an hour off from fighting. Of course, they'll need to be trained up to their normal maximum level and mastery - the Collector isn't willing to be friends with just anyone.

The Grandmaster

All of the Elders of the Universe have one thing to which they have dedicated themselves in order to remain (relatively) sane in their eons of living. For the Grandmaster, that thing is competition. This time, he isn't asking you to participate in a baseball game or a roller derby: he is asking you to seek out every challenge this universe offers and overcome it. In this case, it means completing every story mission, dimension mission, squad battle, danger room fight, and epic quest at least once, at their highest difficulty level if applicable.

You gain the following reward if you complete any of the scenarios listed above, as do any companions who participated in the jump.

Gauntlet/Scenario Reward: Chrono-stability

You may not have been able to repair this universe, but going through time loops countless times has left its mark. You are immune to any time paradoxes, timeline shifts, or being made to retroactively un-exist. In addition, your exposure to ISO-8 has given you a lesser ability to resist reality warping effects. A powerful reality warper might still be able to overcome this resistance, but you are immune to any such effect which doesn't specifically target you.

Drawbacks

There is no drawback limit.

Worlds Collide (+0 CP)

There may be over one hundred-sixty different heroes and villains already in Future Fight, but there are hundreds more who haven't yet been added. Well, you can now choose characters from any Marvel universe for your (no-longer) Canon Companion. Use your best judgement as to whether a character is equivalent to a Native Tier II character.

In addition, you may optionally gain a soundtrack to accompany you in this jump and future jumps. The soundtrack consists of original instrumental music by Apocalyptica, and perfectly suits the mood of your surroundings and circumstances. You may choose who can hear the soundtrack, including being able to mute it for yourself if you desire.

Amalgam Universe (+0 CP)

There have been plenty of dimensions colliding in Future Fight. What's one or two more? Earth-9602 is a universe where Marvel characters combined with other characters from DC Comics, leading to such memorable combinations as Super-Soldier (Captain America and Superman) and Dark Claw (Wolverine and Batman). Now these characters are available via the (no-longer) Canon Companion option… and if you want, that dimension can also be a gateway to DC's Earth-Prime, giving access to even more potential companions. In either case, use your best judgement as to whether a character is equivalent to a Native Tier II character. (P.S. Superman and memetic Batman are definitely Native Tier II).

Daily Grind (+100 CP)

So, you want the true Marvel Future Fight experience, huh? Well, then prepare yourself for an exercise in patience. **I Can Do This All Day** no longer prevents you from growing bored with fighting, and you'll have to earn every weird knick-knack needed to improve your strength and level up: no freebies from **Marvel-ous Materials**. If you purchased the upgraded version, you won't get the materials until the gauntlet is over. Not compatible with **Wash, Rinse, Repeat**.

Go Team? (+100 or 200 CP)

There aren't many missions in this world which require you to team up with cross-dimensional counterparts, but there are a few. World Boss Invasion and Co-op Mission can generally be completed by a single competent team, which is good because everyone who teams up with you seems incapable of tactical thinking beyond "hit it harder, noob!" On the other hand, Giant Boss Raid (against Master Mold or Galactus) will be incredibly challenging (and probably more than a little frustrating) as you'll need to manage your teammates as much as fight against the enemy. This drawback is worth 200 CP if you are trying to complete the **Grandmaster** scenario.

Not-so-Secret Wars (+100 CP)

Often, the affairs of superhumans are mostly removed from the rest of humanity. The Beyonder summoned heroes and villains to another planet to understand good and evil, and it was like Earth didn't even miss them. HYDRA took over the government for a few months, and it's nearly forgotten a year later. You're stuck in a more realistic world, where the continuing crisis of ISO-8 and dimensional fracturing has led to widespread chaos. You'll have to deal with ordinary people demanding that their heroes live up to the word throughout your time in the jump. They may not have the power to affect your success, but do you want to be the sort of person who ignores the little guy?

Ugly Costume (+100/200 CP)
Your default costume or uniform is ugly, and you're pretty sure that the other heroes and villains are laughing at you a little. Maybe disco isn't coming back after all. Alternatively, you're now you from another continuity, flipping you to the opposite sex. For an additional 100 CP, your uniform has weakened your power set. Half of your power set is effectively one level lower than usual, to a minimum of Basic.

Waiting for the Patch (+100 CP)
Forget what we said about a lack of downtime. Every couple of days, there is a two or three-hour window where you can't go on any missions or do anything meaningful to advance. Your unlimited focus won't help you during that time, and all the other heroes and villains will talk about is how bored they are. Not compatible with **Not a Gauntlet, not a Scrub**.

Wash, Rinse, Repeat (+100 CP)
Oof, looks like the time loop has affected your memory. Every month, the timeline resets. You retain resources gathered, skill improvements, and things like that, but you won't remember what you did to achieve them. Attempts to pass along that information have a tendency to be garbled or misconstrued. This also affects your companions.

Civil War (+200 CP)
Shortly after you begin the jump, you'll get into a disagreement with one of your companions that will lead to a major falling out, splitting your group in two as any other companions take sides. This disagreement won't come to open blows, but expect a lot of spiteful actions to come your way from your former friends. Requires you to purchase or import at least one companion.

Civil War II: Electric Boogaloo (+200 CP)
Normally, heroes and villains put aside their differences when the literal fate of the dimension is on the line. Now, due to some sort of convoluted misunderstanding, each allegiance refuses to work with the other. If you are a superhero, no villain will fight alongside you. If you're a villain, no superheroes will team up with you. Not compatible with **Neutral**.

Dazzling Displays of Power (+200 CP)
When did everything get so bright in here? Everyone's attacks (including your own) are trailing energy or covered in glowing lights, with more powerful attacks having even more elaborate multicolored patterns. It's enough to half-blind you if you aren't careful, and your enemies will sometimes be able to take advantage of your distraction. Yes, even if you're Daredevil.

Garage Sale (+200 CP)
You may not have access to your Warehouse, but someone else does, and they've been helping themselves to some of the smaller items in it to supply to the people fighting against you. Anything up to the size of a large passenger van is fair game, though the focus of the thefts is items that would be useful in combat. For an additional 100 CP, any items which you do not recover before the jump's end are gone for good. You will know whether there is anything of yours still out there, though not necessarily what it is, and may choose to remain longer in the jump if you wish to reclaim it.

It's a Bug, Not a Feature (+200 CP)
When you are roughly halfway done with completing the jump, your most damaging power is effectively dropped one level (from meta to strong, or from strong to basic). After all, you were never intended to be doing that much damage or locking down your enemies that effectively.

No More Mutants (+200 CP)
Some of the most powerful heroes and villains in this universe are mutants, and it was a time for celebration when the likes of Wolverine, Jean Grey, and Deadpool joined the fight. Unfortunately, Scarlet Witch decided that mutants would just cause more trouble, so she banished them again, along with herself and her brother (who are technically no longer mutants - razzafrazzing retcons). Guess the mutants won't be helping you out after all. If you take this drawback, you cannot complete the **Collector** scenario.

Spatial Distortions (+200 CP)
There's something about the way this dimension is tearing itself apart that has manifested in space itself not behaving like it used to. You can be standing well out of your opponent's reach, only to find that he or she managed to hit you anyway. It doesn't happen often, but it always seems to be in your enemies' favor

The Color Purple (+200 CP)
Many Future Fighters know to dread the color purple. When bathed in a purple light, characters find their most powerful defenses fading; their ability to injure enemies dwindling. Now this danger is nigh-omnipresent in all your missions. In this light, attacks cannot be dodged or defended against; damage suffered in the light cannot begin to heal until you leave it; enemies' defenses swell while inside it. You will have to move with extreme precision, strike hard and fast, lest you perish. Requires you to purchase **Celestial Tech Pack** or at least one of the following perks: **Invincibility**, **Reflect**, **I-Frames**, **Pierce**.

Tilted Axis (+300 CP)
Dr. Doom has finally appeared in the Marvel Future Fight universe. Unfortunately, the first thing he did when he got here was cast a spell which inverted the morality of every superhero and supervillain working to stop the dimensional destruction. All the tactics which were developed to fight the major threats of the setting will need to be adjusted to fight the new ones. Hope that *someone* doesn't set up a Secret Empire in the meantime...

Sakaar Punch (+300 CP)
As soon as you appeared in this jump, your friends and companions (if any) shot you into space, where you were sent to another star system far away. You managed to fight your way after a lot of trials and tribulations, eventually made up with them, and worked to try to fix the whole "dimension tearing apart" problem. Then you were sent back in time, and the same thing happened again. And again. Even the most forgiving person in the world might be a little angry in this situation. You, Jumper, are furious, making it hard to focus on saving the dimension instead of the repeated betrayals imposed by timelines fracturing.

It Was Me All Along, Jumper! (+400 CP)
The heroes and villains trying to prevent the destruction of their dimension only discover the true mastermind behind it all when it's too late… and it's M.O.D.O.K.? Yes, that big giant head managed to pull one over on an entire Marvel universe. At least, that's what happened in the usual Marvel Future Fight. Now another hero or villain from Marvel Future Fight is responsible for the dimensional tearing, and you have to figure out who it is before this jump will end. How does it feel knowing that M.O.D.O.K. is now the only one you can trust?

The Rise of Onslaught (+400 CP)
Years ago, the darkest parts of Magneto and Professor Xavier's personalities merged into a sentient psionic entity capable of possessing and mindwiping powerful telepaths and of forming itself a physical body out of astral energy. Now, there is a new Onslaught made of the combined

psyches of Charles Xavier and Apocalypse, espousing “survival of the fittest” on a universal scale. This Onslaught is working against you to see your dimension die so that other, fitter universes might live. You should probably stop him because if this dimension dies, the gauntlet ends.

That Would Be Fantastic (+600 CP)
There are only a few people in the Marvel Universe who have been able to piece back together a broken multiverse in the past. With ISO-8’s influence, Adam Warlock and Thanos have all been unable to use the Infinity Gauntlet to do it. Mr. Fantastic, Doctor Doom, Scarlet Witch, Silver Surfer, and Loki have all been stumped. You’ll have to find someone else with another method. Unfortunately, your remaining best bets - Franklin Richards, Legion, and Nate Grey - haven’t been seen in all of the time loops so far. You need to do something that hasn’t been done before to find one of them (or someone else of comparable knowledge, power, and skill), then work with him to stabilize the dimensions enough for you to be able to leave.

Not a Gauntlet, Not a Scrub (+1000 CP)
You don’t lose your powers from outside of this jump or access to your Warehouse and its items, but you are now subject to the standard rules for chain failure. The pace of the jump slows down so that you have downtime between fights, but you no longer receive **If You Die, Walk It Off**, must pay CP to benefit from any perks or items which cost CP to retain beyond this jump**,** and must remain here for ten years.

Options

Stay Here: As crazy as it is here, at least ISO-8 means that the universe is slightly less likely to be destroyed and remade than in Marvel-616. Take an additional 500 CP to spend on things in this jump for your troubles.
Go Home: If your lifelong goal was to become a superhero, you’ve made it. Have fun back in mundane Earth with all of your superpowers.
Move On: There’s more to see, and more to do. Time to see what lies over the multiversal horizon.

Notes

- Thanks to Nerx, Songless, and everyone else who made suggestions for this jump.
- The gauntlet is themed around the Marvel Future Fight game, and the assumption is that you, the jumper, are effectively inserted into the game. Don’t worry about any energy or daily restrictions - if you want to fight dimension missions a hundred times in a row, have at it. You will still need to earn experience to level up and to gather resources to improve the skills, powers, etc. of any of your teammates.
- Hero vs. villain doesn’t matter very much in this jump by default, as even villains are fighting with the heroes to keep their dimensions from being destroyed. Yep, even some versions of Thanos - maybe he’s upset that someone is destroying worlds and not him?
- If you choose to replace an existing Marvel Future Fight character, you’ll still need to buy the appropriate power set, perks, and so on to gain all the capabilities that character has in Marvel Future Fight, or else be a lesser reflection of that character.
- You retain the powers associated with your power set after this jump at approximately the same level of strength as seen in the game. Unless you retained **I Can Do This All Day**, those powers will require more effort than in here.
- If your power set had non-combat functionality (such as Professor X’s telepathy), you also gain that capability, also at an equivalent level of strength to the combat powers.

- You can reflavor perks to fit your power set, within reason, but that reflavoring will remain after the jump. For example, if you reflavor **Phoenix Force**'s resurrection to represent Doom's "it was only a Doombot!"-style resurrection, it'll still be Doombots post-jump.
- A list of all canonical Future Fight characters, including native Tier II characters, can be found at the Marvel Future Fight wiki. More information about the game can also be found there if you're looking for inspiration.

Perks

- Possible damage types for **Effective Leadership** include elemental damage types like fire and lightning, "all damage against males", and "all damage against supervillains". In general, a damage type against a class of target should apply to no more than half of all potential targets.
- If you pay the extra CP to turn **Effective Leadership** into a **Team Passive**, you can purchase **Effective Leadership** a second time to gain both effects (leader/member).
- You may also gain any canonical leadership or team passive through **Effective Leadership**/**Team Passive**, in addition to the variants listed in the perk description.
- **Neutral** doesn't work when you *are* the other side of a conflict.
- **Chaos Magic** can grant some degree of "energy manipulation" (read: actual dark magic) to those who otherwise lack it. Puppet Master and Carnage are two examples of Marvel-616 characters who gained quasi-mystical powers from Chthon and his Darkhold; use their Chthonian powers as a baseline.
- **Chaos Magic**, **Phoenix Force**, and **Power Cosmic** improve in power post-jump, more so than most abilities from a power set. They still won't reach the top end seen in Marvel-616: think "Phoenix Five" or "Quentin Quire" rather than "Dark Phoenix", and equivalents for the other two.
- You may choose to have some or all of your purchases of **Team Bonus** be inactive. Whenever you gain a new companion, you may activate **Team Bonus** to have it apply to that companion. This must be done in the jump when the new companion is gained.
- **Reflect** is considered a targeted effect, so a character using **I-Frames** ignores **Reflect**. **Reflect** does not prevent any damage on its own.
- Capstone-boosted **Pierce** beats capstone-boosted **Invincibility**.
- Post-jump, capstone perks effectively apply while you are fighting, and are no longer linked to specific powers from your power set.

Items

- If you buy a **Uniform** for an existing Future Fight character, you aren't limited to the existing uniforms in the game. Go wild - make a B.R.O.D.O.K. uniform if you want.
- Only a single **Celestial Tech Pack** may be equipped at one time during this jump, though they can be swapped. This restriction is removed entirely post-jump.
- If you have **Native Tier II** and use a **Celestial Tech Pack**, you do not get the boosted version of the perk.
- If you use a **Celestial Tech Pack** to duplicate a perk you already have, you can apply the effect to two different powers during this jump.

Companions and Scenarios

- The Marvel universe where this game takes place is canonically a nexus of thousands of different universes where the characters all differ from one another in minor ways. So if you want your **Canon Companion** to be a little different from their Marvel-616 or MCU characterization, feel free to fanwank.
- You can use **Send in the Clones** as part of completing **The Champion!** without disqualification. The restriction only prohibits teammates and Companions, and only for the final fights.
- The game equivalent of the **Collector** scenario is to recruit every canon character in Marvel Future Fight and improve them to level 60 and 6* mastery. Tier II is not required, so you don't have to grind for chaos norns and M'Kraan crystals. You're welcome.

Drawbacks

- Drawbacks which affect how the world works also affect Companions. Unless otherwise stated, drawbacks which affect you do not also affect your Companions. Companions cannot take drawbacks themselves.
- If you get sex-swapped from **Ugly Uniform**, you are whichever sex you'd least prefer to be (i.e., trying to cheese the background doesn't work: this is a drawback, after all). Taking this variant of **Ugly Uniform** can't be bypassed with **Neutral**.
- **It's a Bug, Not a Feature** triggers when you are roughly halfway done with any of the scenarios or after five years.
- Each of the perks listed in **The Color Purple**'s requirement is disabled while in purple light, as are the Celestial Tech Packs which mimic those perks.
- Taking **Tilted Axis** along with the **Champion** victory condition changes your opponents to Kingpin, Adam Warlock in his Magus persona, and Lifebringer Galactus. Treat this part as a change in flavor more than a change in difficulty.
- For **It Was Me All Along, Jumper!**, choose a hero or villain from the table below at random to be the cause of the disaster. You may exclude anyone whom you take as a companion. Also, M.O.D.O.K. may not be responsible for the disaster, but you probably shouldn't trust him anyway.
- If you take **The Rise of Onslaught** along with **Not a Gauntlet, Not a Scrub**, fail to stop Onslaught, but somehow survive the destruction of your home dimension, Onslaught will make killing you his top priority.
- **Worlds Collide** and **Amalgam Universe** cannot be used to automatically find someone capable of fixing the multiverse as described in **That Would Be Fantastic**. You can still take such characters as Companions, but then you'd have to go and find them rather than starting the jump with them. Similarly, looking for a more powerful/intelligent version of one of the existing reality warpers/super-geniuses listed in the drawback might also work, but it would require significant in-jump effort.

Change Log

Version 1.0: Initial release

Version 1.1

- Changed the "resurrect after a failed mission or successful completion by teammates" benefit into the gauntlet-only perk **If You're Killed, Walk It Off.**

- Changed the “no need to eat, drink, or sleep” benefit into the perk **I Can Do This All Day** (free during jump, CP to retain).
- Improved **Master of Conditions:** it also allows fine control of status conditions and prevents friendly fire.
- Clarified that imported companions also are reduced to Body Mod equivalent.
- Renamed **Additional Materials** to **Marvel-ous Materials**. Now includes cavorite!
- Added **Additional Inventory Slots** and **Type Enhancer** (items).
- Added **Worlds Collide** (drawback) to allow access to Marvel characters which are not currently canon to the Future Fight game. Also, music.
- Expanded the End Notes – new bonus for staying in this jump.
- Clarified that you can’t trivially solve **That Would Be Fantastic** with expanded Companion access drawbacks.
- Improved the effectiveness of capstone perks (updated the explanatory note).
- Updated list of canon MFF characters (will do this with every update, as appropriate).
- Formatting changes to try to make things easier to read.

Version 1.2

- Added **Neutral**, **Power Cosmic**, and **Chaos Magic** general perks.
- Discounted **Phoenix Force** if you have also purchased the **Meta** power set.
- Added a Native Tier II bonus for the **Taxi**. Now you can have the Thanos-copter!
- Clarified how the **Uniform**’s import capability is meant to work.
- Changed the cost of additional **Celestial Tech Packs** slightly (300/100/100/100 vs. 300/200/100/free).
- Added **Daily Grind** drawback.
- Modified the note for **That Would Be Fantastic**. The name’s still the same, even though the Fantastic Four have showed up.
- Updated list of canon MFF characters.

Version 1.3

- Continued to try to make the formatting nicer.
- Note on the availability of Tier III/Awakened Skills for the Basic power set.
- Reduced **Effective Leadership**’s extra cost for **Team Passive** to 100 CP from 200 CP.
- Minor buff to **Team Bonus** (also able to teleport in order to swap places).
- Minor buff to **Neutral** (extends to sex as well as allegiance).
- Renamed **World War Jumper** to **Sakaar Punch**.
- **It’s a Bug, Not a Feature** reduced to granting 200 CP. (Yes, it is ironic that that particular drawback got nerfed.)
- Added **The Color Purple** drawback.
- Made it explicit that Onslaught destroying your home dimension ends the gauntlet.
- Clarified that non-combat capabilities of powers also show up post-jump.
- Additional notes on how **Effective Leadership** and the upgraded **Team Passive** work.
- Minor flavor updates to reflect changes in MFF game modes.
- Removed list of canon MFF characters and added a link to the wiki in the Notes instead.