Marvel's Kid Heroes

Version 1.5
Jump by Aehriman

It's a world of terrors and wonders. Ancient gods walk the Earth, along with robots, aliens, and a thousand monsters created by science. Where men live in terror of mutants, but are cool with people getting powers from mad science. It is a time of heroes- Avengers, X-Men, Fantastic Four, the Amazing Spider-Man and many, many more. Maybe you've been here before, but the champions of this age never stood so tall.

*Probably because you're so short. Yes, now you will experience the Marvel Universe through the eyes of a child. Take **1,000 childhood points** to get yourself started, and prepare to grow up in a world of heroes over the next ten years.*

AGE & GENDER

Roll 2d6+4 to determine your age, for an extra 100 cp, or pick within that range if you prefer. You can change gender if you like.

SPACE & TIME

You can choose any starting location that matches your origin. But when? Youth have been part of the fight since Bucky and Toro fought with the Invaders in Europe. Pick any decade to start.

But which continuity? By default, Earth 616, but it's a big multiverse. You may start on a parallel of your choosing. Perhaps Earth 3190, where Captain American and Iron Woman resolved the Civil War through marriage. Or 19999, the MCU. Perhaps the MC2 setting with Spider-Girl. The choice is yours.

ORIGINS

Choose whether to replace a canon character, or merely add yourself in.

Hellion: Child you may be, but hero? Nah. You're out for yourself, or you may be a student at the Massachusetts Academy, or run with a street gang like Trash. Or be the child of a famous villain like the Bastards of Evil *thought* they were. Either way, enjoy your time as a teenaged (or younger!) supervillain.

Independent: This whole "team" thing everyone is doing is great and all, but it's not for you. Not right now, anyway. You're more a friendly neighborhood kid hero than someone setting out to pick fights with cosmic forces, or a new-comer to all this (Drop-In.)

Power Pack: The children of Maggie and Dr. Jack Power, one night a starship crashed on your beach with an alien horse-person, a Kymellian named Whitey, who came to warn the Earth that turning on your dad's matter-antimatter converter would destroy the world. Alien Snarks came and kidnapped your parents for the converter, further wounding Whitey, who used his dying breath to pass his powers onto you and your siblings, to save the world.

Replacement Avenger: You might be part of the Young Avengers, Next Avengers, the Initiative, A-Next, Future Avengers, a student at Avengers Academy, or even one of the All-New Ultimates. The point is, you're expected to one day step into the shoes of Earth's Mightiest Heroes, and people have accordingly high expectations of you.

Runaway: You were a pretty average kid, until the night you spied on your parents as they ritually sacrificed a teenage girl. Turns out your parents, and those of four-to-five other kids with you, were secretly supervillains, the Pride. You stole what weapons or information you could and did the sensible thing, you all ran.

Strangeling: Despite everything, actual schools to teach kids in magic are a fairly new innovation, perhaps overly inspired by children's literature. You may attend Strange Academy in Greenwich, or Doom Academy in Latveria, or any other magical schools that crop up. Just be aware things may get a little... weird.

Astonishing X-Baby: New Mutants, X-Force, Generation X, the original team/First Class and more remakes and reimaginings of the team than you could count, including the *actual* X-Babies, toddler clones of the adult team members. You were born different, with an X-Gene that gives you superpowers as you mature, and a free slot at an exclusive private school that will teach you to protect a world that hates and fears you.



PERKS

Fuzzy Lines (-0/100 cp) Lots of characters don't fit into one or another neat box. About a third of the Avengers were villains before they were heroes, so was Rogue. Beast is both an Avenger and a founding X-Man and so on. Just this once, you can take an origin for discount purposes but still play for a different team, including for replacement purposes.

Or, if you care to spend 100 cp, you can discount two different perklines, be a Hellion and an Independent, or an X-Baby and a Replacement Avenger. Let's face it, you probably didn't come here for the perks.

Streetwise (-100 cp, free Hellion) You know how to survive on the streets, where to get food while it's still fresh, how to pick a pocket or con a mark, and in a stretch how to hotwire older cars and disable most common home alarms.

Hardened (-200 cp, discount Hellion) Nothing and nobody hits harder than life, especially the kind of life that leads to teenage supervillainy. You've got calluses, you've got scars. You've got the ability to take the hits, physical or emotional, and keep on going. Your resilience is extraordinary.

Shoulder Devil (-400 cp, discount Hellion) You're really good at convincing people to join you, or give in to their baser instincts. Why shouldn't they get revenge? Don't they deserve it, along with anything they want? All the cool kids are doing it.

Grasp the Stars (-600 cp, discount Hellion) If one thing defines villains, it's the grasping for ever more power. But this can be a dangerous pursuit. Sometimes you absorb too much energy, or the Norns bestow their gifts on some chump, or the serum drives you mad. Sometimes the Gathering of Five goes wrong or the cybernetics you got had hidden overrides or backdoors. Maybe the symbiote or mystic amulet you bond with has an old flame it likes better than you. No more. When you claim your rightful power, it becomes yours, fully and entirely, and cannot harm you. The worst any power-enhancing technique can do to you is fail, and that's extremely unlikely. Seize your destiny.

Needlework (-100 cp, free Independent) Being on your own, you've had to learn to make and maintain your costume and gear yourself. You're pretty good at making and repairing clothes, armor and small electronics.

Secret Identity (-200 cp, discount Independent) You're the master of obfuscation, nobody can connect you to your masked identity. Sure, they may wonder why you wear makeup or are covered in bruises, but "secret superhero" won't be in the top fifty explanations people come up with.

Clear Your Name (-400 cp, discount Independent) Personally, and journalistically according to one J. Jonah Jameson, Spider-Man is the *least* wanted man in New York. But the police would like several pressing questions answered. Unlike the web-slinger, when framed the truth soon comes out, and rumors, libel and outright lies against you are easily seen as such. Not that this shields you from all criticism, but you can at least be confident of not being dragged through the muck by facetious arguments.

One More Day (-600 cp, discount Independent) What would you do, Jumper, if you had failed in such a spectacular way it could never *ever* be fixed? What would you give up, who would you turn to, for just one chance to make it right? Well, now you probably won't have to find out. Once per Jump, per decade after the Spark, you can rewind time to a point no more than 24 hours before a terrible mistake or failure, giving yourself that precious second chance to get it right.

Holy Cow! Spider-Man! (-100 cp, free Power Pack) Sooner or later, everyone guest-stars in Power Pack. You are almost guaranteed to meet every major hero and team during your stay, and leave a favorable impression that inclines them to protect or aid you later. In future Jumps, this applies to major characters and useful allies.

Even if You Could Fly (-200 cp, discount Power Pack) Jumping and the journey it makes can be hard on families. Being inserted, or changing relationships. You needn't fear, for your found family will never be turned against you, even if you turn out to be a mutant or a secret super, nor crack under the strain. In fact, you enemies will never think to target your family, unless you give them the idea first.

Mindfixer (-400 cp, discount Power Pack) Sooner or later, someone you know *will* be brainwashed or mind-controlled. Fortunately, you are the master of reaching the real person through such things, if you can only fend them off a few minutes, and can fix most any brainwashing given a little time.

Switching (-600 cp, discount Power Pack) So apparently Kymellians can transfer their powers by touch, and now so can you. Powers and perks alike, you just have to touch someone and focus to transfer them over. You can switch one or more of your powers with someone else's, but only with their consent. Once you have done this with a person once, you can give them powers at any time by simply willing it so, or the both of you can switch powers and/or perks by agreeing to, no touch needed. You may recall powers and perks at any time by tugging sharply on the invisible elastic tying them to your soul, in the event of a swap the original bearer will get their powers back immediately once you recall yours.

I Didn't Say You Could Rest! (-100 cp, free Replacement Avenger) Your physical training has been grueling, but worth it. You are without a doubt the fittest kid on the block, and know how to handle yourself in a scrap.

Legacy (-200 cp, discount Replacement Avenger) You aren't the first person to have your powers, so there's a blueprint to follow and someone to match your progress against. You learn five times faster, and draw considerable

motivation from this. The original Captain America would never give up, right?

Fight Fire With Fire (-400 cp, discount Replacement Avenger) You've studied the Avengers history deeply and have come away with a profound sense for, essentially, match-ups. Who in your team can hold off a rampaging Hulk and who would just emmanate some pleasure-waves before getting one-shot. Who is a good choice to match wits with the Leader or which teammates can trump which of the Masters of Evil. You're also really good at switching up opponents mid-combat.

Avengers Assemble (-600 cp, discount Replacement Avenger) After Civil War someone (Carol Danvers) once asked Iron Man why not make the strongest heroes available all Avengers. He answered that the Avengers *have* heavy-hitters but that's not what they *are*. The Avengers *work* because they have a diverse, versatile team that can handle anything from being dropped into a warzone, to infiltrating HYDRA to building a machine to jump-start a failing sun-equivalent.
You have learned how to work with and lead such a team, where everyone has their own thing going, and if not for you they'd be at each other's throats. You can find a use for anyone's skills, even a schmuck off the street asking to be an Avenger could answer phones or be trained as a security guard. When you have a team you inspire them to do their very best.

Instinct (-100 cp, free Runaway) You have a sense for when something is wrong with a situation. A party, your home life, a hostage exchange, and generally whenever it's a good idea to run.

Fool Me Once (-200 cp, discount Runaway) You thought your parents were good people, at worst kind of lame, and see how that turned out? Now you get a creepy and unsettling feeling off corrupt or untrustworthy people, especially authority figures.

Together Again (-400 cp, discount Runaway) Found family is weird, the team breaks up multiple times but always wind up together and on the run again. You can be sure that even if a teammate vanishes to get married in a distant galaxy, you will see them again, if only to say a proper goodbye. You can also sense when a friend is in trouble and roughly where they are.

Keep Running (-600 cp, discount Runaway) It's impressive enough to be able to hide from the law. Hiding from the law while also being hunted by crime lords, mad scientists, mutant telepaths, aliens, and time-travelers, all coordinating and pulling out all the stops to *find their children*, and later staying ahead of the Avengers? Far more so.
You are the undisputed master at hide-and-seek. It doesn't matter what powers or technology or resources your opponents have, or what pacts with ancient demons or all-seeing oracles. Once you break their line-of-sight, you may as well not exist.

Prestigidation (-100 cp, free Strangeling) You are extremely skilled in traditional magic tricks, and some tiny illusions and cantrips that make such illusions all the easier, blurring the line between trick and true magic. Now, is this your card?

By the Hoary Hosts! (-200 cp, discount Strangeling) Seems like someone was paying attention in magic class. You have memorized tons of what would normally be useless information about the spooky side of things. You know the names of the Vishanti and the Exemplars, that the first demon Cthon wrote the Darkhold, what the Wand of Watoomb, the Montessi Formula and the Flames of Faltine actually *do*. You know how to survive chaos spheres and the Dark Dimension. In future Jumps, you gain a similar broad overview of the gods, major artifacts, realms etc.

Arcanum Ego (-400 cp, discount Strangeling) You are skilled in the most basic magics, those of the mind. You can hypnotize the willing or unwary

to get around bedtime, are highly accomplished with illusions such as the Images of Ikonn, and can astrally project to explore this universe, and beyond, from the comfort of your own bed.

Born to the Mystic Arts (-600 cp, discount Strangeling) Like Stephen Strange & Emily Bright, you're an unbelievable prodigy when it comes to learning magic. The rules and esoteric ways of the supernatural just make sense to you, and you may find yourself improvising complex spells by instinct. The more you learn, the faster you can absorb and integrate new information, and you find blending magic styles simplicity itself, like harmonizing music. This carries forwards into all magic system you have learned and will learn.

Children of the Atom (-100 cp, free X-Baby) Radiation doesn't harm you. In fact, it actually enhances your powers a little bit.

Outcast (-200 cp, discount X-Baby) You know what it's like to be looked down on for something you can't help, and it's given you empathy. You can always look past a person's appearance or lifestyle, and easily make friends with all manner of freaks and outcasts like you.

Paragons (-400 cp, discount X-Baby) For all that the X-Men are supposed to be shining examples of human-mutant cooperation, they kind of aren't. No human members in this scary mutant paramilitary group, and mostly they start fights and vanish, never explaining themselves. Never has a super-team so desperately needed a PR firm. Not you, though, you can somehow bridge the divide, and no matter how inhuman you appear or act, people can find something very human and relatable in you. There is a core of humanity and basic decency in you that nothing will ever change.

Secondary Mutation (-600 cp, discount X-Baby) Your powers aren't the result of some accident, or machine. They're a part of you, living and vital. Your powers continue to grow in strength and complexity over time.

Every now and again, in times of stress or duress, you develop powerful new abilities related to your previous ones in some way.



Teams

The All-New Whatevers (free/100/200 cp) Of course, you can have your own team, up to a dozen individuals with 600 cp apiece to spend. For one hundred points, remove the limit on numbers. For two hundred, they instead receive 800 cp and may take 100 cp drawbacks. However, no Companion can take any one item or power worth more than 600 cp.

My New Best Friends (free) If you wish, you may ask your friends to accompany you on further adventures beyond this Earth.



ITEMS

The source of many powers and shenanigans, help yourself but know that for once 100 cp discounted means 50 cp.

Home (free) One of the best, and worst, things about being a kid again is being taken care of. The form this takes varies depending on Origin. Hellions get a barracks or a hidden lair, an Independent hero has a modest house in Queens, Power Pack gets either a Long Island beach house or a three-bedroom Manhattan apartment right across the street from Central Park, Replacement Avenger can crash in a barracks or wherever the Avengers are hanging their capes now, the Mansion, the Tower etc. Runaways get either a windowless van with mattresses or a sunken hotel beneath the La Brea tar pits in LA. X-Babies naturally have a room at Xavier's mansion in Westchester.
All but Runaways and Hellions get a free guardian(s) who will provide them with food and spending money, and worry if you're out late at night. Independents find a guardian optional.

Costume (free) You have a comfortable and stylish outfit of your own design, to hide your identity. Various add-ons are 50 cp apiece and combine all their benefits if stacked.

- **Armor** (free Replacement Avenger) Very popular look these days, your costume is a Kevlar/Nomex weave that is fire-resistant and will stand up

to small-caliber gunfire, plus additional armor paneling over vital areas.

- **Kymellian Suit** (free Power Pack) Your suit has expanding pockets that are bigger on the inside, a universal translator, and can be summoned or dismissed by saying "Costume On/Off." Everytime you send the suit to wherever it goes, it comes back fully cleaned and mended. Try not to think too hard about it.
- **Negative Zone Suit** (free Independent) Your costume is unusually stealthy, seeming to all but vanish in the shadows or even moderate shade. Comes with darkness-gas launchers and smoke grenades to facilitate vanishing.
- **Slyde Suit** (free Hellion) Your costume has been treated, except for some select gripping surfaces, with a chemical that renders it practically frictionless. Enjoy sliding down the street and out of any grasp.
- **Living** (free Strangeling) Your costume, or a significant piece of it, is alive and capable of independent movement, even floating your body. It will react to remove you from danger if you're ever incapacitated.
- **Unstable Molecules** (free X-Baby) Actually, Reed Richards first came up with them, but they've been a staple of the X-Men since Uncanny. Your costume is infinitely adaptable, reasonably comfortable in conditions from the Arctic to the Sahara, incredibly stretchy and can't be harmed by your powers, making any changes or transformations along with you. So if you burst into flames, so does the suit and comes out unburnt. Speaking of, the costume is fireproof and incredibly stretchy, yet strong.

Widow's Bite (-50 cp, free Replacement Avenger) A pair of gauntlets or bracelets containing sprayers for knockout and tear gas, a grapnel hook and line, comms, a 30,000 volt taser that can arc over short distances, and compartments for micro-grenades and tracking devices.

Web Shooters (-50 cp, free Independent) A pair of bracelets with a nozzle and trigger, spraying an adhesive webbing that can be used to entrap or

bind people, or swing from tall buildings. Multiple layers of webbing can become water and airtight, allowing things like webbing parachutes, skis, rafts, etc. Dissolves in roughly an hour or two. Your web shooters refill daily.

Med Alert Bracelet (-50 cp, free Runaway) A small bracelet with warning of drug allergies which in truth, suppresses your powers and all evidence of them when worn. You could stand right in front of a Sentinel as a mutant or be fine when a spell targeted all mages in the world. Designed to come off or in an emergency pull apart easily.

X-Ray Specs (-50 cp, free Runaway) High-tech goggles that can see through things, from miles of earth and stone, to thin pieces of fabric. Try not to get any ideas. Adjust the gain with a small knob.

Image Inducer (-50 cp, free X-Baby) A wristwatch device that generates around the user a holographic disguise of a painfully bland and forgettable person.

Stash (-50 cp, free Hellion) A roll of almost $2,000.00 in bills, hidden away for your use.

Bow (-50 cp) A collapsible, compound bow, magnificently engineered. Comes with a quiver of thirty arrows with interchangeable specialty heads- explosive, glue, sonic, flare, smoke, acid, tear-gas, net and such. The quiver refills every four hours.

Coat of Arms (-100 cp, discount Hellion) A leather trench coat that magically allows the wearer to grow up to six extra arms. The arms never get their wires crossed or get in each other's way, they can be used as naturally as the ones you were born with.

Old Lace (-100 cp, discount Runaway) A dinosaur, specifically Deinonychus, is telepathically bonded to you, to obey and protect you. Unlike Gertrude Yorks, you won't feel pain if your dino is harmed.

Ring of Dread (-100 cp, discount Strangeling) A ring designed to gradually siphon off any dark magic, or corruption, or unpleasant byproducts of your supernatural powers. Guaranteed not to develop an evil mind of its own or anything weird like that, but it can still take time to work especially if you do something really dumb.

Shield (-100/200 cp, discount Replacement Avenger) Maybe you inherited Cap's shield, maybe it's a duplicate, or his original heater shield. In any case, this adamantium-vibranium alloy piece of metal is very nearly indestructible, only gods or cosmic entities have ever damaged it, and it negates any impact or force.
For an extra hundred points, you instead get a gauntlet that projects a forcefield version. This has the advantage of being able to dismiss and re-summon the shield at will, as well as control over its size.

Kid Glove (-200 cp) A high-tech alien gauntlet that can make hard-light projections... but only if that's a giant hand that can stretch or grow to an enormous degree, but mimicks what you do with the hand in the gauntlet.

Los Amuletos del Tigre (-200 cp, discount Independent) The head and paws of a jade tiger statuette, broken off by a dying kung fu master so his pupils, the Sons of the Tiger, could avenge him, then discarded and found by Hector Ayala, the White Tiger who passed them to his little sister Ava after his death.
The amulets grant the speed, strength and grace of the tiger- which seems to translate into about enough to make Spider-Man sweat- and the ability to reflexively, instinctively fight with the skill of a Shaolin Master. Though without the same discipline, experience and academic knowledge,

understanding of the hows and whys, you would lag a few steps behind the likes of Iron Fist and Shang Chi in pure skill. If the amulets are returned to the statuette, also provided, it would open a portal to K'un L'un where the masters would be all too happy to teach you the folly of relying on borrowed power and shortcuts to mastery.

SPIN Tech (-200 cp, discount Replacement Avenger) An injector and a dozen ampoules of nanite-solution that bonds to cells and suppresses people's powers. Only works for an hour before the subject's body adapts. Ampoules are replaced weekly.

Abstract and Decoder Ring (-200 cp, discount Runaway) A book which contains the past, present and future of the Gibborim and their servants, the Pride, as well as the rites of sacrifice that bind the two. Plus dark secrets, black magic and forgotten scientific lore that the Pride used to enhance their powers and skills. Comes with a decoder ring to enable translation. Not for the squeamish or faint of heart.

Hand of the Vishanti (-200 cp, discount Strangeling) A stone hand that exists as a kind of cosmic guide and aid to astral projection, allowing anyone to do it. Simply name a location, object or person and the Hand will create a glowing path your spirit may follow to your destination. Only, try to never leave the path.

Symbiote (-300 cp, discount Independent) An alien symbiote has bonded to you, providing enhanced strength, invisibility, and the ability to appear as anyone your size or a little bigger. The symbiote can generate weapons like claws or blades, or a webbing-like goo to restrain your foes. If you become unconscious it will fight on. Has issues with fire and sonic attacks. Will learn morality from you, and can be integrated with costume.

Fistigons and Footstigons (-300 cp, discount Runaway) A set of high-tech gauntlets and gloves. Besides having in-built tasers and an impressive

grip strength, the fistigons are meant to serve as a kind of pyrokinesis-equivalent, spouting limitless amounts of flame and shaping it into constructs, rather like the X-Man villain Pyro. The footstigons are simple rocket-boots, requiring the fistigons to steer.

Goblin Lair (-300 cp, discount Hellion) The Green Goblin had dozens of little hideaways tucked away throughout New York, programmed himself to enter them and remember if he ever came close to one. It's stuffed full of his costume, gear and even spare Goblin serum.

Cupcakes of Eternal Youth (-300 cp) Half a dozen cupcakes, bursting with the youthful Asgardian magic of Idunn, whoever eats one will be regressed as needed to their ideal age, and stay there, fixed for the rest of their days.

Pym Particles (-300/400 cp, discount Replacement Avenger) A regenerating supply of particles that can be used to shrink or expand items, or people. You can shrink down to insect size, or expand to sixty feet tall!
For an extra hundred points, gain wings and sting blasts when small.

A **Boy And His Robot** (-400 cp) Like Juston Seyfert, you have managed to salvage and reprogram a Mk. IV Sentinel to be your friend and obey you. You even welded a small platform and handle on the back so you can fly together.

Darkhawk Amulet (-400 cp, discount Independent) A strange gem that, activated by your will, lets you swap places with a Shi'ar war robot normally held in a pocket dimension, seeing through its eyes and controlling it. The Darkhawk is a lot tougher and stronger than people, with energy blasters and an adamantium whip-like tendril that can snare or cut as you like. It can also fly.

Kick (-400 cp, discount Hellion) A drug that provides an ecstatic, and violent, high while boosting your powers to five times their normal strength. The original was a scheme by Sublime to destroy mutants, your monthly-refilling inhaler doesn't have that problem.

Leapfrog (-400 cp, discount Runaway) A mini-sub shaped like a frog. It can also leap a thousand feet into the air and then fly on rockets. The Leapfrog seats a dozen, has a rudimentary AI which records everything around it, and camouflage and cloaking capabilities that allowed it to escape Iron Man. Finally, the craft is completely impervious to magic.

Hell-Mark (-400 cp, discount Strangeling) You have a mark covering your chest, a pentacle in fire, though it can fade when not in use. This marks you as a Darksoul and a potential heir to a hell-realm. For now, you are immune to fire, able to summon and shape hellfire. With time and practice, you will learn to summon and command demonic legions, to manifest arms and armor suitable to a hell-lord, even transform into a demonic form with increased powers. In time, you may grow to rival Damian Hellstrom and Mephisto in power, but that day may be a long ways off. Your mark will never corrupt or subvert you, nor does it contain a hostile demon.

Wand of Watoomb (-400 cp, discount Strangeling) The 'greatest tool in necromantic lore' this baton with little demon heads at either end is fantastic at siphoning and stealing magical energy, can create energy blasts and portals and forcefields. It has two particular powers though, it can heal anything short of death, and it can create pocket dimensions which, aside from being terribly handy for storage, you have godlike power over, literally defining the laws of physics as you please.

Blackbird (-400 cp, discount X-Baby) The SR-71 Blackbird was the fastest, highest-flying aircraft in the world until it was retired, and incredibly stealthy as well. This version has been enhanced with alien technology

giving it orbital capability, VTOL, and room for a dozen people instead of the traditional two-seats with no loss in performance.

Power Armor (-400/600 cp, discount Replacement Avenger, Hellion) Your own power armor, modeled on Stark's Iron Man Model 8 or "Silver Centurion" armor. The one with six-second force-field and advanced camouflage and life-support.
For an extra 200 cp, instead gain your choice of either Iron Lad/Vision's neurokinetic armor, minus time-travel capacity, Kid Stilt-Man's second-tier Adamantium armor, or Riri Williams' Ironheart armor. Again, a rough equivalent.

Smartship (-500/600 cp, discount Power Pack) A Kymellian smartship, with not just an AI but a soul. Kymellians are significantly more advanced than galactic standard, and their ships are just about the fastest around in real and hyper-space, with shields equal to a Shi'ar battleship. They have something like replicators, and an ability to configure themselves both inside and out, allowing ground and deep-sea submersible modes.
By default, smartships are unarmed to represent their role in intergalactic diplomacy. You may choose to add armaments for an extra 100 cp.

Nega-Bands (-600 cp, discount Independent) A pair of golden wristbands which grant the power of flight, teleportation, greatly increased strength and durability, and the power to absorb and manipulate most forms of energy. The bands provide for all biological needs and can open warp gates for FTL flight to distant stars. By clashing the two bands together, you can transition back and forth between the material universe and the Negative Zone.

Fossilized Amulet (-600 cp, discount Replacement Avenger) Created long ago by the mysterious Hag of the Pits to empower a worthy champion, this amulet contains the essence of all the extinct creatures of Earth,

allowing the bearer to transform in whole or in part into dinosaurs and the like. You can mimic the ears or eyes or snout for a sensory boost, turn legs into claws or arms into wings. However, you can't really mix and match, being able to only assume the features of one creature at a time.

Tactigon (-600 cp, discount Replacement Avenger) A hypertech alien gauntlet and "ultimate weapon." The Tactigon has a sapient AI and absurdly sophisticated sensor-suite, all dedicated to scanning potential opponents so the Tactigon can reconfigure itself into whatever weapon is most effective against them.

Staff of One (-800 cp, discount Runaway, Strangeling) Part of Dormammu's rise to power, this staff is bonded to you, popping out your chest whenever you bleed a little and say a short incantation. "When blood is shed, let the Staff of One emerge." The staff has the power to do *anything*... once. Well, except "Become God" and variants because Dormammu already did that.
For those lacking the gift of magic, or very new, the Staff responds only to one-word commands. "Freeze" "Burn" "Teleport" and so on. Duplicating a spell you've already used once causes a random magical effect. You can get around this to an extent by using different languages, but not if the words are the same or very similar. Mystics can use whole phrases, drastically opening up their options and doing less literal things, like forcing someone to follow a scripted timeline with "the show must go on." They can also use the staff to levitate themselves at will, which is a nice side bonus.
Each new Jump, the staff will forget all commands given to it in one (1) language of your choice.

Freedom Ring (-800 cp, discount Independent/Replacement Avenger) Forged from a shard of a Cosmic Cube, this reality warping ring makes you omnipotent, your merest whim becoming instant reality!... As long as it happens within a fifteen foot radius sphere centered on the ring,

anyways. Not only can the ring's powers not reach outside, anything you've changed that can't or shouldn't exist by normal physics snaps right back, except for things you destroyed. Within the bubble, if you want to say you're stronger than the Hulk, faster than Quicksilver, totally invulnerable and bullets turn into soap bubbles anyways? Knock yourself out.

Hellreginn (-800 cp, discount Hellion, Strangeling) A divine weapon, bonded to a god of your choosing in a way even Mjolnir is not. It has the power to summon said god, bind them into a mortal shell, and force their obedience. It can also let you fly, shoot energy blasts, and wield weakened thematic powers in line with your chosen deity. Asgardians, Olympians, Eternals, Vishanti and Exemplars are fine, TOAA/TOBA is not, ya filthy munchkins.



POWERS

For once, discounted 100 cp means 50. Take as many powers as you can afford.

Cipher (-50 cp) You are fluent in every language. This offers some hidden benefits, your conscious awareness of body language can give you a leg up in social situations or predicting attacks, for instance. Fluency in programming languages helps with computers and while you can't just read things that are encrypted, you're astonishingly good at deciphering them. Sadly, nothing crazy like understanding the music of the spheres.

Crazy Legs (-50 cp) Your legs stretch to over sixty feet long! You can decide at any time if you want to stretch only the parts above or below the knee, or distribute it. You also gain the skills to balance on stilt-like legs. Great for kicking someone from the other side of a room or reaching high shelves.

Fireworks (-50 cp) You can shoot little exploding sparkles from your hands. Great for the Fourth of July, not so much for most purposes. Could give people burns though, and maybe knock something over.

Flight (-50 cp) A power every human has wished for at one point, and yet one of the saddest powers to be the extent of a superhero's gifts. You can hover, turn on a dime and on the straightaways break the sound barrier. You likely leave a distinctive trail of some kind, flames, rainbows or wisps of a cloud you ride on.

- **Cannonball** (-150 cp, discount X-Baby) While flying, you are encased in a personal forcefield making you virtually invulnerable. Requires Flight, the entire package is discounted for X-Babies, to 100 cp.

Hazmat (-50 cp) Your body emits radiation, both in a general radiance and in focused blasts. Unlike Jennifer Takeda, you can completely control this power and shut it off without a suit. You are also immune to harm from radiation, only be careful of your friends who might not be.

Lighttrakker (-50 cp) You can teleport! Only line-of-sight though. In fact, you can *only* teleport directly in front of a bright light, though

even someone mirror-signaling with a phone or metal tag will do. You lack the range to reach the sun or moon, momentum is dispersed when you teleport. Unlike Rebecca Littlehale, you are entirely in control of this power.

Project (-50 cp) You can create holographic images in the air. With practice you can achieve something like basic illusions, but close examination will pretty much always give the game away.

Razor (-50 cp) Your skin, like a shark's, is covered in razor-sharp teeth-like structures. Your teeth and nails can carve steel. Somehow you never seem to cut your clothes or friends or anyone you didn't mean to.

Skin (-50 cp) You have an extra six feet of loose skin you can stretch, compress, deform etc. at any point on your body, from giving yourself a springy-spongy armor about the head or midsection to wrapping your fingers all around something. Unlike Angelo Espinosa, you may retract your excess skin into your body.

Waker (-50 cp) You are immune to poisons and toxins of all kinds. More, your body collects all such contaminants, storing them in a sort of gland or node in your left armpit. You can then inject them into people via a left-handed "death touch." Your power only activates by conscious effort.

Werebeast (-50 cp) You can turn into a wolf, or a half-human, half-lupine transitional form. You gain enhanced senses and a bit of physicality. Alternatively, your alternate form could be a cat or other animal.

Wither (-50 cp) Your touch can cause organic matter to crumble to dust. Unlike Kevin Ford, your power doesn't "hunger" and you always control it completely.

ARG (-100 cp) You have a HUD that displays useful information of all sorts. You can mentally access the internet for information.

Blast! (-100 cp, discount Independent) By focusing (or panicking) you can cause things to explode, ranging from a small firecracker to leveling a building. Takes several seconds of intense focus, unless you panic, in which case it happens uncontrollably.

Healing (-100 cp, discount Power Pack) You have the simplest of powers, to mend illness and minor injuries by touching someone and infusing them with your powers. Even serious injuries can at least be stabilized.

Exceptional Skill (-100 cp, discount Independent, Replacement Avenger) You are so good at something, like archery, swordsmanship, martial arts, piloting or frisbee, that it may as well be a superpower. May be taken multiple times.

Nimble (-100 cp) You have the makings of a world class acrobat and contortionist. Anything your fingers do can be done as easily with your toes.

Super-Soldier (-100 cp, discount Replacement Avenger) Through genetics, training, or blood transfer, you're a peak human equal to Captain America or will be when you're older. For now, you can easily overpower baseline humans and are fast and agile as well.

Telepathic Immunity (-100 cp) Your mind is shielded from reading or manipulation.

Wind (-100 cp, discount X-Baby) You can command the very air, generating wind blasts and limited shields to deflect objects and blow away gasses. At your greatest extent, you could create a highly localized tornado.

Aftershock (-200 cp, discount Hellion) You can generate large amounts of electricity, and absorb the same. Toss around electric blasts, give anyone grabbing you a bad time, even turn into a person made of electricity to arc short distances or run yourself through wires or metal surfaces, which you can also stick to.

Human Torch (-200 cp, discount Independent) You can engulf your body in flames, then fly, and create fireblasts, fireballs and very simple pyrokinetic constructs. You absorb heat automatically and cannot be injured by it.

Ice Guys Finish First! (-200 cp) You have cyrokinetic powers letting you create ice and snow, to freeze things over a wide area, even become a person made of ice.

Brick & Mortar (-200 cp, discount Hellion) You can turn into a person made of concrete, but can decide at any given moment how solid or liquid any part of it is.

Energy (-200 cp, discount Power Pack) You can disintegrate things and absorb some energy from them, glowing brighter and brighter as you do so. With a charge, you can fire power-balls from your torso which arc however you'd like at launch and explode on impact. Since a power-ball would be fantastically lethal against a human target, you can instead fire off multiple smaller power-balls that only stun. You can even learn to fire off a power-ball that explodes into dozens of little stunners. Finally, you can power up by absorbing energy straight. There is an upper limit to how much you can absorb, after which you cannot disintegrate things, and absorbing more energy would cause you to bulk up, destabilize and eventually explode unless you vent some of the power.

Hardball (-200 cp, discount Independent, Replacement Avenger) You can create spherical forcefields of varying size within a relatively short

range. You could give yourself boxing gloves, or protect you or a few people nearby. You can also create electromagnetic balls that disrupt electronics.

Thunderclap (-200 cp, discount Replacement Avenger) You can generate concussive shockwaves, both omnidirectional and carefully targeted. Er... more or less. You can, for instance, launch yourself into the air and catch yourself before you hit the ground.

Night Squire (-200 cp) You can absorb light, creating an area of absolute darkness maybe a hundred feet around yourself, in which you can see just fine. Your strength and speed and toughness all multiple several times over while in the dark.

Phasing (-200 cp, discount X-Baby) You can turn intangible, and apply this effect to a couple of people you're touching. In this state you can float. Passing through electrical systems causes them to short out, and you can wipe hard-drives this way.

Loa (-200 cp) You disrupt matter, allowing you to pass through. Like the phasing, but things you pass through crumble to dust right after.

Healing Factor (-200/400 cp, discount Independent, Hellion) You heal really fast, as in bullet wounds disappearing faster than you can climb to your feet after being shot. You're also really resistant to disease, poison, exotic parasites and radiation.
For an extra 200 cp, like Ellie Camacho, your healing factor multiplies gains from working out and learning, making you a bit superhuman physically and mentally, and adapts, healing much faster from injuries you've sustained before and letting you build up an immunity to virtually anything given time and some suffering.

Love & Fear (-200/400 cp, discount Replacement Avenger, X-Baby) You can show people either what they love, or fear, most of all. Either with an illusion or by physical transformation. For double points, you can manifest both desire *and* terror.

Light & Dark (-200/400 cp, discount Independent) You have a number of abilities relating to "light" or life-force. Within you is either a font of unending light or a bottomless abyss of darkness. If the former, you can gently channel this light into people to heal them, or form blades that when stabbed or thrown into a person stuns them. If the latter, you can transform your body into a hole in existence, where people fall and their light is consumed as they experience terrible nightmares. You can pull yourself and others into and through this space as a form of teleportation.

If you choose Light, you must have a way of venting large amounts of your Light, lest it overpowers and kill you. If Darkness, you must feed on the light of others regularly, lest you be yourself consumed. Or you can pay double points for both, and become totally self-sufficient with the added bonus of being able to protect people from the dark when transporting them.

Roulette (-300 cp, discount Hellion) You can create discs the size of a frisbee and hurl them. White ones grant incredible good fortune, black ones curse the target with terrible luck. The effects only last a couple of minutes, and yes, you can smack yourself with them.

Bloodline (-300 cp, discount Independent) Lie Blade and his daughter, you get the powers of a vampire, minus the drawbacks. Except the bloodlust, but that can be managed with a substitute or in an emergency, blood packs or animals, and will ultimately fall away after the Jump ends.

Gravity (-300 cp, discount Power Pack) You can negate or increase the effects of gravity on yourself and any person or object you're touching. You can sort-of fly with glider wings by turning the gravity on for a few moments, just mind momentum, or perform quite the acrobatics by managing your weight. By increasing gravity you can pin the strongest of opponents, or by injecting them suddenly via "posi-gee punch" send people flying. With time and practice, you can learn to affect things without touching them.

Thundercat (-300 cp, discount Replacement Avenger) You can control electricity within a fair radius around yourself, cannot be harmed by it, can shock people and even manipulate metal with some effort. At its fullest extent, your electric aura forms the shape of a great cat around you, and can run, leap and fight with yourself safely ensconced inside.

Powerful (-300 cp, discount Runaway) You're really strong. Strong enough the best comparisons people can make are in relation to Thor or the Hulk, though you're not quite as powerful as either. Yet.

Kid Midas (-300 cp, discount Hellion) You can transmute anything you touch into gold vibranium, it's like the regular Wakandan kind, but more yellow. Transmuted objects turn back after a day, transmuted people are in suspended animation for that time, but they're also pretty much invulnerable so...

Husk (-300 cp, discount X-Baby) You can turn your base body into just about anything. Sand, magma, steel, diamond. You just have to shed your skin. And when you're done, the skin of your new form peels off revealing you beneath. You can dispense with minor, surface injuries by shedding your skin, along with dirt and sweat and so on.

Prodigy (-300 cp, discount Replacement Avenger, X-Baby) You can either copy the skills and technical or academic knowledge of others

telepathically, or learn skills from seeing them performed. The first requires close proximity while the latter can work fine through a TV or recording, but does not come with knowledge, merely physical skill. You do not forget things you learn this way any slower than you would other things you learned.

Safety First! (-300 cp) You can project powerful forcefields, about on a par with the Invisible Woman. These default to bubble/dome shaped, but can form panes, blades, pillars, etc.

Slapstick (-300 cp) Your body has been reformed into electroplasm, essentially a living version of the unstable molecules Reed Richards invented for the Fantastic Four's costumes. You are very nearly indestructible, able to stretch or deform almost endlessly, like an old time cartoon. You also have a personal hammerspace. In essence, Toonforce.

Ink (-400 cp) You gain different powers depending on what is tattooed on your flesh. A red cross or a caduceus might give you healing powers, but healing of self, or others? You'll need to experiment to find out. You can't copy the greatest of forces, like the Phoenix Force or Power Cosmic this way, but you can create shallow imitations which will likely have a high energy cost.

Spider (-400 cp, discount Independent) You were bitten by a radioactive arachnid, and now have the powers of one of the most famous teen heroes. Proportional strength of a spider, wall-crawling, vastly enhanced reflexes and agility, and a danger sense. There are also various add-ons worth 50 cp each.

- **Organic Webbing** Just like the Raimi films, you can produce webs from spinnerets in your wrists, in case you don't like web-shooters for some reason.
- **Ultimate** Besides the base powers, you can turn invisible on command and deliver an electric "venom-blast" by touch.

- **Spider-Woman** You can glide, are immune to most poisons, create pheromones that may attract people depending on gender and mood, and have ranged bioelectric venom-blasts.
- **Spider-Boy** You can mentally communicate with and command arachnids. You have paralyzing venom you can deliver through fangs, and can grow extra eyes on the side and back of your head. Your Spider-sense now can warn you of danger to others and act as a kind of psychometry, you see threads leading to people in danger, and touching them lets you see their immediate past, present circumstances, and the threat headed their way.

Ticket to Ride (-400 cp, discount Independent) You have bonded with the spirit Zarathos, or one very similar. A fallen angel, in the guise of a demon, the patron of the Ghost Rider. You can now transform into a flaming skeleton with super-strength, invulnerable to mortal weapons, and the ability to wield hellfire to harm others and enhance your vehicles, weapons, outfit, etc. One of your greatest weapons is the Penance Stare, which forces your victims to suffer all the harm they've ever inflicted, but is prone to failure whenever convenient to the narrative. There are also add-ons worth 50 cp apiece.

- **Darkdevil** You can teleport anywhere you can see or anyplace you've been in a puff of hellfire, and conjure simple constructs of the stuff.
- **Fantasma** You are great at opening portals to Hell, and have a special affinity for hellhounds who love to help you when summoned. You can also create and control hellfire chains like tentacles.

Embiggen! (-400 cp, discount Independent, Runaway, Replacement Avenger) You are a Shape-shifter able to alter your appearance, stretch your body parts to great lengths, and alter your size, ranging from action-figure to the size of a small building.

Density (-400 cp, discount Power Pack) You can disperse your molecules, becoming a kind of cloud person who cannot be hurt, and can fly and fit through tiny cracks. Or condense to become a tiny person with your full weight. You might transform this way in midair as an attack. You can also affect the density of air or water around you, creating and controlling sponge nets, cushions (perfect for catching falling people) and shields out of air bubbles that compress but do not pop.

Pheromones (-400 cp, discount Hellion) You can give off subliminal scent-cues that can have a powerful influence on people's mood, in particular making people suggestible.

Speed (-400 cp, discount Replacement Avenger) You've got it, the ability to run at Mach 4 or more, plus the expected incidentals, the reflexes to avoid smashing into things at speed, the toughness to mostly be okay with smashing into things, immunity to heat from air friction, etc.

Maystorm (-400 cp, discount X-Baby) You can shape the weather around you. Air pressure, temperature, and a host of other factors to generate lightning strikes and tornadoes and more. Even solar winds, when in space. However, you cannot simply conjure up phenomena, all that air and heat needs to come from somewhere, so the bigger your working, the more far-reaching consequences for people around you.

Wild-Child (-400 cp, discount X-Baby) You know the drill, drastically enhanced senses, healing factor, adamantium sheathed bones and pop-out claws. As long as you have no more than six to a limb (Ultimate Sabertooth was lame) I don't particularly care if they all come out your hands, or wrists, or feet, elbows or knees. Just... try not to hurt yourself, alright?

Majesdanian (-400 cp, discount Runaway) You're an alien who is powered by the sun, no, not that one. You glow with all the colors of the rainbow, able

to fly and fire energy blasts, which you can also shape into shields or very basic constructs.

Super-Skrull (-400/800 cp, discount Runaway) You have the powers of the Fantastic Four! Fire! Stretching! Invisibility and forcefields! The strength and resilience of the ever-loving blue-eyed Thing! Just... not all at once, you can only use one power-set at a time. Time and practice should help with that.
Alternatively... there were an awful lot of variegated Super-Skrulls in the invasion. For an extra 400 cp, pick any one team from Marvel's publication and media history to gain the powers of. Now, you can't just say 'Avengers' and gain the powers of everyone to even briefly be part of the team, it must be a specific lineup that stuck together for more than... let's say four issues. Nor can you use powers they developed later, the idea after all is to be a one-person version of a superteam. The limitation where you can only use one person's powerset at a time remains, and no pantheons of cosmic entities.

Tarot (-500 cp, discount Hellion) You can animate the figures on playing cards, allowing them to rise up, grow and fight as temporary constructs under your command. Not sure why you'd use tarot cards when Magic and Pokemon and other CCG games exist, but I suppose they're safely public domain.

Asgardian (-500 cp, discount Replacement Avenger) You are the offspring of a god. You are ageless after hitting your prime, strong enough to lift 30 tons or more, and can run and fight most of a day before tiring. Most importantly, however, your very being is tied to a concept over which you have dominion. Perhaps you could be a god of Stories or Trickery, gaining power of illusion, or a lord of battle and thus understand tactics instinctively and sense bloodshed.

Thunderstrike (-500 cp, discount Replacement Avenger) You have a rare power, like Kevin Masterson, the ability to absorb any mystic artifacts or superpowered items, and gain their abilities as an innate power of your own, and/or making you a human version of said item. This may take some learning, starting with only the most basic functionality, but isn't it worth it to never worry about losing those Infinity Gems again?

Green-Thumb (-500 cp, discount Runaway) You talk to plants, though only a few reply. You can make huge trees and whipping vines shoot out of the ground, even in the middle of a desert and plants obey your every command, though they may need rest after too much strenuous movement.

Elixir (-500 cp, discount X-Baby) You control the biology and genetics of all life you touch, including yourself. You can heal anything short of death, and occasionally even that, if you get there quick enough. Your touch can as easily kill as mend.

Juggernaut (-500 cp, discount Replacement Avenger) You can transform into an unstoppable Juggernaut, but only for an hour a day. Doesn't have to be a continuous hour, though. You don't have a personal forcefield, so you aren't technically as durable as the original, but it makes surprisingly little difference.

Technopath (-500 cp, discount Hellion) You can mentally control technology at least as sophisticated as an internal combustion engine over a huge radius, most of a continent. You can mentally access information from and command computers, and speed-code faster and better than most AIs. Iron Man better watch out.

Nova Prime (-600 cp, discount Independent) A dying alien gifted you their power. Now, you are absurdly tough and strong, with a healing factor in case anything actually manages to hurt you. You can fire energy blasts with great power and accuracy, fly and even create spacegates for casual

interstellar travel. Within you also rests the Xanthian Worldmind, a vast database of all Xandar's history, culture and technology that will advise you and answer any questions you might have.

Funhouse (-600 cp, discount Hellion, Independent) You can copy the knowledge, skills, and superpowers of anyone you make eye contact with. Only, you're a little *better*. More skilled, more knowledgeable, a touch more capable. The copied powers and skills last for about an hour.

Hulk (-600 cp, discount Replacement Avenger) You're big and green, or at least you can be, transforming back and forth at will between your normal state and a larger one with phenomenal strength, toughness, healing and leaping ability. Don't worry, exactly none of the three teen Hulks have lost their minds when transforming. Still, you do get exponentially stronger the angrier you get.

Genius (-600 cp, discount Replacement Avenger, Runaway, Hellion) The crazy science and technology of the Marvel Universe actually makes perfect sense to you. You can hold your own in a technical discussion between Tony Stark and Reed Richards, and with time and materials, do unspeakable things to the laws of physics as understood on Earth 1218.

Mystic (-600 cp, discount Strangeling, Replacement Avenger, Runaway) You have the power of magic, having learned to harness the energies of the universe in their three primary flavors. Energy from within yourself, from your environment, or from pacts with supernatural beings beyond conventional reality. You're no Sorcerer Supreme yet, but there are remarkably few limits to how far you can go. Spells that affect entire nations, time-travel, astral projection, dimensional travel, necromancy, all of these are things you may learn or figure out how to do.

Leech (-600 cp, discount X-Baby) You negate other people's powers nearby, making you a terrible annoyance to your teammates, and an absolute terror to your enemies. If you wish, you can disable this effect.

Magnetic (-600 cp, discount X-Baby, Hellion) You can control magnetic fields and ferrous metals, even fly by by manipulating your own relationship with Earth's magnetic field. Basically everything you've seen Magneto or his clone Joseph do, with a couple common sense exemptions like flipping the poles or FTL summoning a metal casket from space.

Psychic (-600/300 cp, discount X-Baby) You've got mind power! Not to the extent as X-Man or Legion, let alone Franklin, maybe, but your telepathy can match a young Charles Xavier and your telekinesis is a match for Marvel Girl. Should you wish, you may take either the telepathy or telekinesis alone for only 300 cp.

Singularity (-600 cp, discount Hellion) You have gravity manipulation powers! Yes, yes, this came up earlier with Power Pack, but you have gravity powers on a par with Graviton, who regularly throws down with the Avengers.

Matriarch (-800 cp, discount Power Pack) Ancient Kymellians were ruled by sorcerer-queens, though one has not been seen in some time. Your powers seem to have triggered some equivalent transformation, with two major effects. First, you become a telepath equivalent to Charles Xavier while using Cerebro. Second, your other powers can affect anyone your mind can connect with, though telepaths or those with strong anti-telepath defenses can resist. For instance if you can phase, you can phase people on the far side of the planet. If Leech, you can suppress powers at any terrestrial range, barring the aforementioned defenses. If you took Switching, you can lend out your powers over psi-link as well.

Amaranth (-1200 cp, discount Strangeling) Once, the abstract entity Chaos nearly succeeded in destroying Witchcraft, until Natyla Maximoff sacrificed her life to restore Witchcraft, the two buried their feud and had a daughter. Each Jump, you may choose two schools of magic or cosmic forces to become your parents, wielding unprecedented power in and over these powers, such as casually negating the craft of others. Your instincts for how the power moves and reacts astonish veteran practitioners millennia old, and your potential is nigh-limitless. Once each Jump, you may ask each local parent for a favor, which they will be strongly inclined to grant unless it's totally insane.

Dream (-1600 cp, discount Power Pack) You were born with vast, reality-warping psionic abilities equal to the Power Cosmic, able to create and destroy entire worlds, and may or may not be destined to destroy and remake this universe with Galactus, or become him, or make him your Herald, depending on continuity. At the moment, the vast majority of your powers are locked behind mental screens to let you have a normal childhood, all you have are precognitive dreams, flashes where you see danger to yourself or the people around you, and astral projection. With the latter you can instantly travel anywhere, though you can't interact with objects, and possess people by floating into the same space.
Over the course of the next decade, as you grow up, these blocks will crumble. Slowly at first, but picking up the pace until your final months are spent at full power. Good things come to those who wait.



SCENARIOS

Pick one, or more traumatic crossover events to take part in. Each gives a bonus +500 cp, and an individual prize, on completion.
Preventing a scenario from happening in the first place makes you clever, but does not come with a reward.

Inferno A year or so into your stay, the New Mutants are making a routine teleport when they are instead diverted to and trapped within Limbo. To escape the tyrannical realm of the demon Sym, they make a deal with N'asthirith where team-member Magik gives in to her demonic side becoming the Darkchylde. She transports the team to New York, but it was all a trick to form a permanent bridge between realms. An army of demons floods into New York City, even as Limbo's corruption starts turning ordinary people and objects into demons. At the same time, Mr. Sinister manipulates Madeline Pryor, clone of Jean Grey and wife of deadbeat dad Scott Summers into becoming the Goblin Queen to Get Her Baby Back. The canon resolutions to these crises will not work, only you can prevent first New York, and then the world from sliding into the Pit.

- Reward: Fight Like Hell You stared into the maw of Hell, and it's the demons who blinked. You become immune to corrupting magics and powers of all stripes, can recognize disguised demons or possessed people at a glance, and can summon a soulsword, an energy blade that cuts immaterial things, spells and especially demonic flesh, with ease. Finally, if you

wish, in each Jump your reputation as a mortal who turned back the infernal hordes can precede you.

Acts of Vengeance It started when Loki gathered a group of Prime Movers; the Mandarin, the Wizard, the Red Skull, Kingpin, Magneto and Doom, with a plan. Step one, stage a mass breakout of the Raft. Step Two, enlist everyone in a deal to essentially share information and switch opponents, promising to get revenge for each others' past defeats, instead of bashing their heads against a wall, trying once again to get personal revenge on someone with a ton of experience fighting them personally. Starting in your third year, a veritable gauntlet of supervillains will come for you, armed with knowledge of your identity and as much of your powers and tactics as you've shown to any villain. This will start with the likes of Bullseye, Mesemero and Typhoid Mary, and escalate all the way to the likes of the Juggernaut, Graviton and Doctor Doom.

- Reward: Divided They Fall Like Karnak you can sense weakness. Not in people or structures, but in alliances, relationships and organizations. Jealousy, resentment, room for misunderstandings. Things you can exploit, like the Holocaust victim working with Hitler's right hand man.

Marvel Zombies It was an ordinary day about a year into your Jump, until a golden figure fell from the sky into Times Square bringing with him the Hunger. Those he feasted on died, but those with powers lived to spread the pathogen as Marvel Zombies! You must escort as many civilians as possible to hidden shelters, while not getting infected yourself. After a time, the Zombies will devour the Silver Surfer and the World Eater himself, and move on to wipe the cosmos free of life. You may then emerge and rebuild but don't get too comfortable, because in a few years, they're coming back to finish what they started.

- Reward: To the Victor Having defeated cosmic entities who lived by the rule of consuming power, you yourself gain the Power Cosmic, at least to the same extent Norin Radd ever did.

Simply Sublime: There is a parasite infesting everything on Earth, a psychically-linked, sapient virus called Sublime. Well, almost everyone, people with an X-gene are immune. During your stay, people will talk themselves into ever more restrictive laws, ever bigger and more advanced Sentinels until Project Wideawake and Operation Zero Tolerance look downright reasonable by comparison. Even you, if not a mutant and however well-intentioned, will be creeped out by their subtle wrongness and annoyed by their drama and grating calls for equality. You must prevent the genocide of all mutants, expose Sublime and, if not cure it, at least control it to the point no more people have it than Hepatitis.

- Reward: Had Doom Become a Doctor in Truth why, then you might have had an *equal*. Treating a sapient virus that directs its host to resist is certainly amongst the most impressive feats of medicine, and you find there is nothing short of death you cannot devise a cure for. Ancient curses, bizarre transformations, possession, nanites, all yield to your medical mastery. Reed Richards labored in vain for decades to reverse the Thing's transformation, as Dr. Banner attempted to rid himself of the Hulk, I give you a week, tops. You also have a pretty good idea when outside parties are stroking hatred for reasons of their own.

The Initiative Less than a month into your stay, the New Warriors brawl with Nitro and a school is destroyed. The US Federal Government rushes through a Superhuman Registration Act, there's a whole superhero Civil War but it does end in a few months and you're left with a new reality and a choice. Either hide yourself and your powers as best you can, or step out of the shadows, sign the dotted line and be sent to superhero boot camp. Yes, even if you're a mutant, six years old, or both. Either way you're going to have to deal with the events of Secret Invasion, where a quarter to a third of heroes were replaced with Skrull infiltrators, and Dark Reign where Norman Osborn, aka the Green Goblin becomes head of SHIELD, now renamed HAMMER and the direct boss of all government heroes. Get a reward depending on which path you follow.

- Reward: Voice of the Resistance An unjust law is no law at all. For maintaining your freedom when all the world told you to accept servitude, take this prize. Whenever you raise your voice up against laws or practices you find immoral, you inspire other people to reexamine their beliefs and take a stand, becoming the symbol and rallying point for principled resistance. You inspire others and attract supporters at an astonishing rate.
- Reward: Modern Major General We are a nation of walls, and those walls need to be guarded by men with guns. For answering the call to service when your country needed you, and sticking with it through hard times and questionable choices, have a due reward. Like Napoleon mastered Europe through his advanced understanding of artillery and transport, you have become the master in a new form of warfare. War with superpowers. Whether commando raids with truly special forces, or leveling strategic bridges and fortifications with localized quakes, you know how to use the esoteric powers of yourself and your subordinates to quickly and efficiently achieve victory.

Avengers Arena: Why, oh why do this? You, along with sixteen other kid/teen heroes have been kidnapped by the villain Arcade for his newest iteration of Murderworld, expected to give your all to survive in a Hunger Games/Battle Royale/Saw ripoff. Your mission is to get at least thirteen of the kids out, and good luck because they're all belligerent, mistrustful, impulsive and worse.
- Reward: Freedom without limits Having escaped the master-work of a guy whose whole *thing* is death traps, you find ordinary ones quite boring. No cage or restraint can hold you, no barrier or forcefield can provide more than a momentary obstacle. Live free, young hero.

Vikings: A longship invades New York, full of undead Vikings, the most savage and evil raiders to ever sail the sea, cursed to sail a thousand years and never reach their destination. Well, a thousand years have passed and these rotting guys are strong enough to manhandle Thor and

the Hulk like children, and are most inconveniently completely invulnerable to any harm save that inflicted by the descendants of the druid who first cursed them. Think you can find some descendants, or hold them off while others do it?

- Reward: Blood of the Rightful King Right, well this should be the last time you face that particular problem. Any time you need a specific personal quality for something mystic like this, like the bloodline of a particular person, or an innocent, virgin, worthy, etc. You qualify.

Heroes of Tomorrow: Irrespective of your Origin choice, you now live in a timeline where Ultron killed off all the heroes and rebuilt Manhattan as his perfect Ultra City, before expanding to wipe out the populace of Europe and the Americas over the course of the last fifteen years. Less a few lucky or clever enough to hide and adapt. You, along with four children of the Avengers, are among the last superhumans, raised by an elderly Tony Stark while he tinkers and searches for a solution. At least, until the day you start, when an accident causes Tony's Iron Avenger drones to launch before he could proof them against Ultron's ability to usurp any technology, revealing your sanctuary even as the drones are reprogrammed and turned against you. Now, hunted by the Iron Avengers with the other children, you must escape, rescue Tony from Ultron's citadel, probably enlist the aid of a reluctant Bruce Banner and destroy Ultron once and for all. Exactly no step of which will be easy.

- Reward: Rage Against the Machine Scurrying like rats through Ultron's "perfect" city has taught you a lot about the limitations of machine intelligence and imagination. You have a pretty good instinctive understanding of where to hit robots to quickly disable them, the limited arcs of mounted weapons and cameras and how to evade notice or prediction by such limited beings. More, like Ultron, your contempt for these tools allows you to impose your will on them with a touch, giving them such directives as you see fit. Machine was made to serve man, not the other way around.

Tournament of the Green Dragon: The Gaping Maw are the shadow rulers of Madripoor, a *tong* consisting of the thirty-six greatest martial artists in the world, many with a supernatural power on par with the Immortal Iron Fist. Every five years the leader of the Maw must defend their title in a martial arts tournament, elimination brackets, tag-teams of one grown-up and one child, no weapons or external aid and few other rules. The one to land a finishing blow becomes the new leader. During your stay, Bullseye will enter the Tournament of the Green Dragon, seeking a ninja army to take over the world, and Daredevil will enter to stop him. You're probably the toughest kid either of them know, so will be roped in as their partner, depending on your origin.
Reward: <u>It's Good to Be the King</u> As the new leader of the Gaping Maw, you have thirty six incredibly powerful warriors at your disposal. In each new Jump you may choose to enter as the leader of the largest crime syndicate in the setting, whether that means taking over an existing one or setting up your own. Finally, Once per Jump you may issue a summons for a martial arts tournament and have all the greatest warriors of the setting show up to test their mettle.

The Fall of the House of X: Krakoa was an interesting idea, where all the mutant leaders got together on separatism over domination or peaceful coexistence with the rest of humanity. But man, it had some messed up elements from the start, and steadily got worse. Your mission is twofold, to reform Krakoa's society into something that is legitimately better than any human government, and to save the island from Orchis. Best of luck, kid.
Reward: <u>Jumper X</u> Like Moira Mactaggart, you have ten lives which refill each new Jump. When you die, time reverses itself, though while she had to relive things from birth, you can choose how far back to go. And in honor of MVP Hope Summers, you can enter any Jump with a messianic reputation among the minority of your choosing.

Outlawed!: After innocent Kamala Khan was rendered comatose when a building collapsed on her, the US Congress passed Kamala's Law, strictly outlawing all underage heroics except as a sidekick to an experienced hero. They even formed a new agency, CRADLE, to police teen and kid superheroes specifically, rounding them up for re-education camps for their own good. Naturally this is a ruse, both the new law and CRADLE are funded by Justin Hammer for the purposes of letting him acquire a brainwashed army of child super-soldiers. A couple sign on, like Viv Vision, because they believe its the right thing to do.

- Reward: **Not This Again!** Are we really gonna redo Civil War for the youth bracket? Now, when entering a new Jump you can hit an undo button on any one historic or recent event that shaped the setting, like keeping Kamala from getting squished.

Mys-Tech War: In 987 AD, seven mystics struck a bargain with Mephisto for eternal life. The price was not their souls, but a steady, reliable stream of sacrifices. They have had many guises and covers, but in the modern era are the board of the multinational corporation Mys-Tech and are the foes and cause of much evil in the Marvel UK line-up. Well, they have a plan to get out of their deal, a few, actually, pretty much all involving killing off the entire population of Britain, and have fixated on you as the biggest threat to their plan. They have created a small model of Earth, the Un-Earth, as a sort of voodoo doll for the planet letting them dictate the destinies of those living there. They have large numbers of elite mercenaries, cyborg warriors and nigh-invulnerable lizardmen, a wormhole generator that can transport their people anywhere, and each member of the board is a mystic who can threaten Dr. Strange. Best of luck.

- **Un-Earthed** You gain your own copies of Mys-Tech's portal network and the Un-Earth, a model world the size of a large room that can effectively grant and rescind plot armor.

DRAWBACKS

Didn't We Meet in an Annual Somewhere? (+0 cp) If you've been to a Marvel Comics Jump before, feel free to keep the changes you made and their consequences.

Marvel Team-Up (+0 cp) Or maybe use this as a supplement for another Marvel Jump?

Tap In (+0 cp) You can choose to replace a character of appropriate origin, if you so choose. Things might wind up really different if they had radically different powers or outlook, but that's your problem now.

When I Grow Up... (+0 cp) Upon completion, proceed directly to any Marvel Jump to see how you'll handle adulthood.

Comic Time (+100 cp) How long has Franklin Richards been a child now? Discounting all the times he was aged up. Spend another five years per purchase as a kid here, can be taken up to six times. Naturally, extending your stay will increase the time the blocks from Dream remain active.

But We're Not Like That (+100 cp) You cannot kill. I mean, come on, that's like a baseline expectation for being a superhero, but especially for a kid.

Dude, Not Cool (+100 cp) Mouthy little brat, aren't you? Seems you've developed an edgy sense of 'humor' along the lines of Garth Ennis and Rush Limbaugh. It will generally surprise you when your casual use of slurs or inappropriate cracks will offend people. Can't they grow a thicker skin? It was just a joke...

Fear the Mutant (+100 cp, Incompatible with X-Baby) People keep assuming you're a mutant, reacting to and treating you as such. That's really not a good thing here.

Freak (+100 cp) Your powers have altered you in some highly visible way. Maybe your skin turned green, or your head became a flaming skull or your flesh became orange rocks or red steel. In any case, kiss that secret identity goodbye unless you're really good at concealing your differences.

Jumper Menace (+100 cp) The press and media really seem to have an ax to grind with you, and as a result, your reputation is perpetually poor.

Secret (+100/200 cp) Your guardians are either unaware of your superheroic activities, or have actively forbidden you from fighting crime until you've gotten older and trained up a lot more. You'd best prepare for a lot of sneaking around and lying to them if you want to thwart evil. Take an extra hundred points if this means you have to sneak around behind the backs of the X-Men or Avengers. As this is kinda a default state for Runaways, you can't benefit from the points as long as that's the story you're participating in.

Revengers, Assemble! (+100/200 cp, incompatible with Dark Legacy) There was once a great hero, beloved by all - at least in the end - who fought the good fight and died saving many lives. A hero with very similar powers to you, and whose name and costume you have taken up in tribute. People will consider you a faker, an imposter, or just in really bad taste. You will have to work doubly hard to earn a reputation as others denounce you. For an extra hundred cp, the grieving family of your namesake have moved past publicly shaming you and on to wielding their relative's gear and/or powers to beat you down and prove you're a loser with no right to your super-hero identity. Maybe you can talk them down, eventually?

Active Imagination (+200 cp) You're just a kid, so why would the grown-ups pay any attention to your crazy stories? No matter how reliable you've been, or how often you're proven right. You've got a wild imagination, that's all.

A Very Special Issue (+200 cp) There's a sickening thing that people do. Maybe it's smoking, or drinking, drugs, bullying or public displays of affection. You can't stand it though, fly off the handle whenever you see it, which is often, and need to make sure everyone around you knows, in great detail, that this kind of behavior is Not Cool and why. This can be taken up to three times.

Enemy (+200 cp) You have an antagonistic relationship with a mid-level, for real adult supervillain. Or hero, for a Hellion. They keep coming back, and learning from their experiences.

J-Team (+200 cp) It's rough to go it alone, fortunately, you've been recruited by the great superhero, Doc Justice. Less fortunately, Doc has a long history of assembling a group of sidekicks, exploiting them, and murdering them when they become inconvenient, threaten to eclipse him, or he just figures it'd be good for the team's ratings. You will forget all this, but maybe learn it in time to prevent tragedy.

Nap Time (+200 cp) Using your powers is actually really straining for a developing body, and makes you very tired. A minute or three at most of using your powers has you nodding off, even mid-battle. This does not apply to purely passive abilities like intellect.

The Bogeyman (+200 cp) After losing his job as an incidental to some children's superheroics, Douglas M. Carmondy came up with a new idea for a livelihood. Now he kidnaps mutants and other children/teens with powers and sells them to villains, cartels, dictators and worse. To be killed or raised as disposable super-soldiers, he doesn't care, as long as

he gets rich disposing of super-brats. Now the Bogeyman has set his sights on you. He starts off as just a fat, middle-aged man with a fancy tranq gun, jet-pack and some tear-resistant garbage bags of "anti-power plastic" which prevent escape, but will learn from his defeats and up-tech to the level of a poor man's Iron Man before assuming his final form, that of a misshapen demon that can ooze and slurp through any crack, with the strength of many men and the power to possess people. Naturally you can't kill him before his demonic transformation, that would be wrong.

That Awkward Age (+200 cp) Seems puberty is hitting you like a freight train. If you aren't at least thirteen, you're aged up. Have fun with the awkwardness, acne, and those hormones causing mood swings, impulsivity and... distractibility.

Butterball (+300 cp) You're in frankly awful shape. Obese and physically weak, with the stamina of a 30-year chainsmoker. Which is fine, lots of kids can overcome this. The problem is you're stuck like this, unaging, and not benefiting from exercise. On your last day of this Jump, you'll be in just the same sorry shape as the first, and don't imagine people won't notice.

Dark Legacy (+300 cp) It seems before you there was a notorious supervillain with exactly your powers and general aesthetic. You might actually be their child, or not. But you definitely find yourself heir to their reputation, to suspicion and hostility from the heroes, and to their enemies among the villains.

Master Mold (+300 cp) A massive Von Neumann Sentinel, from a future where Mutankind has organized under the leadership of a dozen powerful mutants called the Twelve. Professor X, Magneto, Apocalypse, Phoenix, Cyclops, Ulti-Man, Storm, more or less the Krakoa future. Master Mold was sent back in a Terminator-style move to eliminate the Twelve before they

could become a threat, but due to corrupted data, has misidentified you as one of them.

Parker Luck (+300 cp) Your life is a string of difficulty and drama. Your family has serious financial and health problems, your superhero activities cause you to have to repeat the third grade, or miss enough games to get ejected from your Little League team.

Snark Wars (+300 cp) The Z'n^rx, frequently anglicized as Snarks are a warlike lizard people from the far end of the galaxy. Each clan is led by a Queen Mother and her most capable progeny, a High Snark. And when the Emperor of all Snarks dies, the clans war to see which High Snark will ascend the throne. Well, the Emperor is ailing, the war is coming, and this time it looks to be especially bloody, since the Snarks under Bhadsha's reign have grown an interstellar empire and are importing alien weaponry. One clan in particular has purchased a device for forcibly transferring superpowers, and thinks your powers would look much better on their High Snark. They're coming for you, in various guises, with devices made to easily capture someone despite powers or negate them, and will escalate to the point of sending the High Snark himself.

MGH (+300 cp) It turns out you don't have superpowers after all. Whatever you purchased in the Powers section is merely the result when you shoot up with MGH, Mutant Growth Hormone, a street drug to give people temporary powers, and your particular addiction. Not only must you secure a supply by raiding dealers, or buying their product, you must conceal your drug habit from your Guardians and teammates who would not understand and try to "save" you. A dose lasts roughly an hour, sometimes more or less, it's an imprecise science. Pray that no do-gooder shuts down the supply of MGH for good.

Bedtime (+400 cp) You aren't powered all the time, your power and items only function for part of the day. Choose the daylight or the night-time to be an ordinary kid in, and hope there's never a crisis during it.

Glartrox (+400 cp) You are possessed by a Glartrox, a supernatural parasite that grows larger and more powerful by consuming the fear of its host and people around them. Like a certain Dr. Banner, you sometimes experience blackouts and wake up on the other side of a trail of destruction, especially if you're scared.

Goeth Before the Fall (+400 cp) The Pride is after you. Either to wipe your memories and restore everything to normal, if you're their child (Runaway) or to destroy you utterly for meddling. Aside from having astounding resources, psychics and aliens, time travel and mad science, magic and mundane contacts, the Pride were retconned as the puppet-masters behind the break up of the Champions and Force Works/West Coast Avengers respectively. Tread lightly where lions walk.

Killuminati (+400 cp) Oh no! The Jackal has made evil clones of: Mr. Fantastic, Professor **X**, Doctor Strange, Black Bolt, Black Panther and the Sub-Mariner, then exposed them to every exotic energy and substance available to mutate and enhance their powers. The Killuminati are smart, strong, utterly deranged, and wholly focused on killing or tormenting you.

Malefactor (+400 cp) The son of Victor Von Doom and the Enchantress in a defunct timeline where the heroes and villains abducted to Battleworld for a Secret War never did make it back home. Malefactor is clever, ruthless, a capable sorcerer and as fixated on you as the root cause of all his problems as his progenitor is on Richards. He will simply never stop. At least he doesn't have much in the way of starting resources, being effectively a Drop-In here.

Monolith (+400 cp) Now, *this* one takes me back. Somewhere out there is a villain with powers greatly similar to yours, and a mysterious bond with you. When your powers grow, theirs decrease and vice versa. They can sense this, and will have the goal of finding, restraining and depowering you so they can assume their final form, far more terrifying than you at your best.

Trigger Scent (+400 cp) You've been extensively conditioned, no matter your defenses, to go murderously berserk when exposed to a very particular scent. This will come up *at least* once.
If taken with "**But We're Not Like That**" Your grief and remorse over any resulting deaths will be an order of magnitude greater than it otherwise would have been.

Up is Down (+400 cp) You... don't remember much about Marvel comics. Or anything, really. You do know a few things. Your parents are A.I.M. or maybe Hydra, Friends of Humanity? So clearly they're the *good* guys. Cap, Iron Man, Spider-Man? Clearly evil. They hurt and hunt your folks. They make you so mad and so very scared.

Cosmic Banhammer (+400/600 cp) No crazy powers from outside this universe, the Living Tribunal commands it! You can make do with only what you have from the Marvel Universe and your Body Mod. For an extra 200 cp, this extends to your Warehouse and collected stuff.

THE END

And the Adventure Continues You're all grown-up! Now you can face the world with confidence, as a hero. Specifically, the next world.

And They All Lived Happily Ever After You've made a home here, with a family. Maybe not the one you had the first time, maybe not one you'd have predicted, but even so, you can't leave them.

Abrupt Cancellation Okay, throw together a sappy touching send-off, and make it snappy, because this young hero is going home!

Changelog 1.1 upped price of Dream, added a limit on Companion purchases.

Changelog 1.3 Added Hellions origin and perkline, some items. Moved Streetwise to Hellion line.

Added perks (entire Hellion line) Fuzzy Lines, Instinct, Outcast, Clear Your Name, Fight Fire with Fire & Even if You Could Fly.

Added powers: telepathic immunity, ARG, roulette, pheromones, technopath, psychic, nimble, aftershock, ice guys, brick & mortar, slapstick, safety first, & ink.

+100 cp for Nap Time. Added Jumper Menace, Enemy, Parker Luck, Dark Legacy, Glartrox, Monolith & Up is Down to drawbacks. This tall to Ride renamed to Active Imagination.

Changelog 1.4 Added Strangeling origin and perkline.

Added items: Ring of Dread, Hand of the Vishanti, Cupcakes of Eternal Youth, Hell-Mark, Wand of Watoomb & Hellreginn

Added powers: Night Squire, Bloodline, Kid Midas, Thunderclap, Thunderstrike, Juggernaut, Funhouse, Maystorm, Spider-Boy, Ticket to Ride, Healing Factor & Amaranth

Added Scenarios: Vikings. Tournament of the Green Dragon, & Fall of the House of X.

Added drawbacks: J-Team, Killuminati, Revengers Assemble, That Awkward Age, and Dude, Not Cool. Added +50 cp to We're Not Like That and Comic Time.

Changelog 1.5 Added drawback Malefactor. Added Items Kid Glove and A Boy and His Robot. Added Scenarios Outlawed & Mys-Tech War.

Jump written by Aehriman, endless thanks to everyone who helped. In particular, special thanks to heridfel, Grimalkin, Dave, matacusa & Rater.