Marvel: Age of Krakoa

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Version 1.0

Four billion years ago, when the Earth was still a molten mass, a conflict between the Celestials, the architects of reality, and the Horde, a cosmic pestilence that serves as their equal and opposite, resulted in a Celestial now known as the Progenitor being infected by a parasitic form of the Horde and crashing into the molten planet where the sick and badly injured Star-God proceeded to fatally vomit forth its cosmic bodily fluids, henceforth "celestial necrofluid." Its divine essence, and that of the sickness that killed it, saturating the matter of the planet and thus all things born of it, granting life on Earth vast cosmic potential and high capacity for mutagenesis. As the Ghost Rider Roberto Reyes observed, "we are God's vomit."

Eons later, a Celestial believed to have been the lover of the Progenitor came to Earth trying to find its remains only to be infected by the same disease which had mutated in the interim: Rather than merely kill it, this new variant of Horde corrupted it, creating the first Dark Celestial. Horrified by this development the Celestials, already known to experiment on primitive mortal races, turned to the hominid race *Homo erectus*: From one population creating the highly mutable Deviants, from one creating a hundred perfect Eternals, and in one implanting a latent potential for cosmic evolution before releasing them to interbreed with the baseline population. The Deviants would soak up the excess necrofluid and mutate until they reached a stable form and then breed with the baseline population to provide genes that would one day help catalyze the latent potential of humans, eventually giving rise to the Mutants and a number of other superhuman variants, while the Eternals would protect the Earth from external threats, cull any Deviants who mutated into monstrous or feral forms and periodically curate the course of human evolution, a process in which they were unknowingly helped by agents of the Celestials taken from the populations of the various human subspecies, most infamously the Mutant Apocalypse.

The purpose? Ensure that Earthlings become beings whose energy can be used to cure and vaccinate against the Horde, instead of a worse version of it or some other horrific eldritch monstrosity.

Not too long ago, the Avengers learned of this purpose and, gifted the ability to form a Uni-Mind by the Eternals, were able to purge all traces of Horde from the current living members of the Host that interacted with Earth. In gratitude, the Celestials rose the

body of the Progenitor from its resting place beneath the floor of the Arctic Ocean and granted their blessing for the Avengers to use the advanced technology that made up the dead God's physical form.

But now that the experiment, a smashing success, is concluded, what becomes of the subjects? The humans and Deviants carry on much as they did before. The Eternals find themselves torn between doing the same or finding some other purpose for themselves, but the Mutants, the realization of humanity's latent potential? They're fed up with the constant genocide and hate crimes, having their friends, families, and children murdered by people who hate and fear them for their differences. Having their organs harvested and their hormones made into drugs by people who envy their power. Being treated as less than human simply because they express a genetic factor that is, technically, present in all humans. They've said "No more" and Mutants from all over the world have flocked to the living island Krakoa, home of a fledgling nation by the same name, hoping to make a place for Mutants to live their lives safely or go extinct trying.

This is the world you enter. Starting at any point during or after Krakoa's foundation during the events of *House of X*. You'll be here for ten years, take 1000 Choice Points(CP) to help you settle in.

Location

By default, this Jump assumes that you'll be involved in the narratives around Krakoa but you can start at any location on Earth. If your time of jump start allows for it, you could also start on the planet Arakko, previously known as Mars, and depending on your choices might also find yourself aboard a space station or ship, Krakoa's embassy in the Shi'ar Imperium, one of the pocket dimensions holding the cities of the Eternals, or one of the Kingdoms of Otherworld.

Age, Gender, and other Miscellanea

Humans come in all shapes, sizes, and colors. Mutants are much the same with a particular representation of assorted minorities, Eternals change their sex or ethnicity every couple of incarnations, and who can even tell with Deviants? Be whoever and whatever you want to be. Or if you'd like to step outside your comfort zone, you can roll 1d4 to determine your physical sex. Odds male and evens female, and you get an extra 100 CP for doing so.

Races

Okay, let's get this elephant out of the room: With one obvious exception, all of these races are human, belonging to the genus Homo and being capable of interbreeding to some degree. Two of them are different variations of *Homo sapiens*, and all but two of the races have at least some Deviant ancestry. However, for the sake of simplicity and consistency with the source material "human" shall henceforth refer to the baseline subspecies, *Homo sapiens sapiens*.

Humans: The default, *Homo s. sapiens*. A little different from the humans of our world, being more prone to mutation and possessing cosmic potential due to a combination of evolving on the deathbed of a Star God and traces of Deviant ancestry. Humans are the vanilla option, but vanilla is a flavor in and of itself for a reason. Humans possess great potential and can theoretically become anything.

Mutants: That potential realized, *Homo s. superior*. Mutants have a significantly higher concentration of Deviant genes than baseline humans, explaining the variety of their powers and a number of minor physiological and biochemical differences between Mutants and Humans. Mutant bodies decay at a different rate than baseline humans. Mutants have carbon structures in their bones that slowly build up small reserves of magical energy. Mutants on average are slightly stronger and tougher than a baseline human with a comparable build, age, and lifestyle, mutants metabolize drugs and toxins more efficiently, and mutants are immune to certain viral and bacterial infections, including both mundane ones such as HIV and supernatural ones like the sentient bacteria Sublime. Finally, mutants are all latently psychic to a degree greater than the average human even if they lack explicit psychic powers from their mutation, with many mutant powers containing a subtle psionic aspect. However, mutants tend to have a very bad and potentially fatal reaction to the mutagenic substance Terrigen, with different effects based on whether it's crystal or gaseous.

Eternals: Order and perfection, *Homo immortalis*. Eternals are purposefully designed both as a species and as individuals. Eternals are perfectly suited to those roles, but because of this are stagnant. They can grow and learn, but cannot change barring extreme effort or circumstances. All Eternals possess ageless immortality, neither aging nor maturing past the age they were designed at, as well as superhuman physical attributes at immense levels and the power of psychokinetic flight. All Eternals are psychic, and all Eternals are living generators for the cosmic power of the Celestials which they can manipulate for many purposes. The combination of these last two traits allows the Eternals to do almost anything, as long as they have enough power and skill, though different Eternals specialize in different applications—Ikaris is your standard flying brick with supplemental optic blasts, while Sersi could easily be confused for a powerful sorceress. However, this power comes with a cost, Eternals have very little

defense against actual magic, and existence as an Eternal has a number of downsides. See the Drawbacks section for more details.

Deviants: Chaos and change, *Homo descendus*. Deviants, the changing people, are constantly mutating and highly variable. In a purely genetic sense, every Deviant is a unique subspecies though their ability to breed with almost everything renders that moot. Living an average of 40 years, most deviants look like goblins in various shades ranging from grey to pink, but can also look like deformed humans or other assorted humanoids and the occasional outright monster. One population even looked like a particularly cuddly take on the Greys of alien-focused Urban Legends. Deviants sometimes gain powers from their random mutations, and any Deviant who lives long enough will either stabilizes or else undergoes The Change, also known as Excess Deviation, which starts as cancerous growths spreading over the body and culminates in metamorphosis into a mindless, feral, predatory monster with a taste for the flesh of both Humans and other Deviants.

Sentinels: Machines, either created whole cloth or by infecting humans with nanomachines that painfully convert them first into cyborgs and then fully artificial beings, usually but not always while slowly rewriting them to obey Sentinel programming. Sentinels have come a long way since Bolivar Trask's poorly programmed lumbering androids. Now they're poorly programmed but monstrous killing machines composed of modular tech. Taking this race, it is assumed that you're a newer model, human-sized or slightly bigger, fully sapient with human-like intelligence, with the standard suite of integrated sensors, including mutant detectors, and weapons as well as a reasonably well-put-together body with a moderate degree of superhuman strength and toughness. Currently, most sentinels work for the (secretly) AI-supremacist faction ORCHIS but you are assumed to be a free agent. Post-jump, this form can optionally become an Alt Form.

Post-Humans: *Homo novisima*, the final man, are an outlier among the human species. The other races, even accounting for their initial genesis and outside curation, were more or less the product of evolution by natural selection, Post-Humans are the result of deliberate engineering. Born mostly in The Vault, a time dilated location where years can happen in instants of real-time. While a combination of deliberate engineering and genetic drift have made them genetically distinct from *Homo sapiens*, and they possess a similar variance in appearance to Mutants, their powers are the result of integrated technology, not mutation. Otherwise, they seem to ironically be identical to Mutants. The Children of The Vault proper are, for the most part, dedicated to conquering the Earth and wiping out all other human species but you're assumed to be a free agent if you choose this race.

Note: Post-Humans do not get their own perk line. Instead, they may discount a single perk from each tier chosen from either the Human or Sentinel perk line.

Origins

All origins can be taken as a drop-in if you don't want to have history or memories in this world, not just the explicit Drop-In. If you elect to forego such things, you'll be provided with everything you need to establish an identity for yourself, within reason. And do note that these are your backstory, not necessarily your present.

Drop-In: You're a traveler from another world. An alternate timeline, a potential future, or maybe even a universe where the history of this one is published in the form of Comic Books. Regardless, you're stranded here now and something about your extradimensional nature is causing a strange metaphysical reaction.

Civilian: You may or may not have powers, but for the most part you just want to live your life in relative peace. This could be anything from a normal nine-to-five to a never-ending party.

Hero: You just can't help but stick your neck out to help people, no matter what. And you've been at it for a bit now, and you've learned a thing in that time.

Agent: The shady kind, that is. Less James Bond and more… Well, if you knew their names they weren't very good at their job. You could be from a mundane agency, government or otherwise. Or maybe the Red Room, Weapon X, the darker side of SHIELD… The point is you have a certain set of skills that aren't very nice.

Villain: Former, that is. Or at least that's what you tell people. You've done a lot of bad things in your life, but you've got a second chance. The question is, are you gonna use it?

Outcast: You don't really… Fit in anywhere, do you? Wherever you are, your opinions run counter to those of the majority and/or the people in charge. Mayhaps a criminal past? Or maybe you're just an introvert?

Arakkii: A collectivist warrior culture, the Arakkii are mostly mutants who spent the last few millennia stranded in the Hell-Realm Amenth before being rescued when the living Island of Arakko was taken as a "hostage" following a brief war in Otherworld. Having trouble adjusting to modern Earth, the Arakkii were made the defenders of the Sol system after being given the terraformed Mars, renamed after the living island that was merged with it during the terraforming process. You may have been born among them, or you may have been welcomed into their culture later.

Perks

Each Race and Origin gets their perks at a 50% discount, with 100-point perks becoming free. The exception are Post-Humans, whose discounts are noted in the Race Section

General Perks

Comic Book Body (Free): Okay, this is a comic book world, which means a couple of things. First, everyone is reasonably good-looking in comics, unless it's important for them not to be. You get to customize your appearance and can be anything: rugged, masculine, seductive, androgynous, delicate, feminine, cute, intimidating, or even monstrous. Or a combination of the above. If you are conventionally attractive, then you're at least an eight out of ten. If you aren't, then there's still something about you that's attractive in an exotic way or maybe you have a very expressive face that makes it easy to see who you are inside. As a bonus, your hair always looks nice and never grows longer than you want it to, your body is always clean, you never have to deal with blemishes, your wounds don't leave scars unless you think one would improve your appearance in-which case it heals exactly how you would imagine, you don't have to worry about unwanted body or facial hair, you never have a foul or unpleasant body odor, and you don't have to brush your teeth or do other tedious body maintenance tasks. Post jump, you can toggle on and off any exotic or inhuman features you elected to give yourself.

Second, in comic books, a small child can outfight a grown man, an octogenarian can be more spry and active than a twenty-year-old, and people strong enough to lift tanks look more like models than bodybuilders. Your physical appearance has no bearing on your abilities or vice versa: If you have ever been an adult, then you have the physical attributes and mental faculties of an adult member of your current race regardless of your apparent age. Nor will your abilities or faculties erode in your old age. Likewise, your musculature isn't directly proportionate to your physical attributes: You can be at the pinnacle of strength but only look like an average person, a massive muscle-man can still be as flexible and as quick as a gymnast, or someone in really bad shape could look perfectly fit. In short, your musculature is exactly as large and defined as you want it to be without any impact on your actual abilities positive or negative.

So… You Like to Party? (Free): So this is awkward but, to address another elephant in the room… Mutants, superhumans in this world in general if we're being honest, have always had a rather liberal attitude toward sexuality and related topics and Krakoa has decided to lean into that as part of creating their own national identity. Just in case you are interested in such things, here's a blanket immunity to any and all sexually and

socially transmitted infections, perfect control over your own fertility and any related bodily functions, and a guarantee of perfect cleanliness and comfort for all involved parties when you are with a romantic or sexual partner. Everything else is up to you.

Contemplate Eternity (Free): Eternals and Sentinels don't age. Mutants and Post-Humans are effectively immortal due to their access to easy resurrection, and humans and Deviants sometimes stumble into eternal youth due to mutation. Even without considering your potential as a Jumper, coming to this world gives you the capacity to live for a long, long time. Given what happened with the Eternal Sprite a few years ago, it's a bit prudent to give you some immortality insurance: First, you gain perfect, fully retroactive memory with total recall, perfect indexing, protection from harmful memories or external tampering, and the ability to repress and restore unwanted memories at will. When memory is repressed it has no effect on your conscious mind but any important effects on your subconscious that influence your identity are retained. You always remember that you repressed a memory and why you repressed it. Additionally, you are immune to ennui. No matter how many times you experience something it will never become stale and you will never become too jaded, too traumatized, too experienced, too powerful, or simply too old to relate to others. Conversely, you will never go insane or suffer degradation of mental or social faculties or other negative effects from prolonged isolation and do not suffer from loneliness. Finally, you have the patience to last an eternity and complete immunity to boredom and demotivation.

Shameless Supers (Free): When you spend a lot of time fighting crime while wearing skin-tight spandex and brightly colored underwear, shame goes out the window pretty fast. And then, of course, there are the ridiculous outfits people wear at the Hellfire Gala. This perk gives you total immunity to shame regarding your body or appearance. This does not have any negative impact on your perception of appropriate behavior or social mores, and nor does it mean that there can't be things about your body or appearance that you dislike or wish to change. It simply means that you have the confidence to strut your stuff regardless of circumstances.

How Can You Cure Me When I'm Not Sick? (Free): How downright offensive is it for people to say that treatments that suppress or remove Mutant powers are a cure? As if being born different was a disease? As if having powers was a curse? As if they're doing you a favor by forcibly stripping you of your natural abilities? And inevitably when a well-meaning but ignorant busybody makes one of these, it immediately gets appropriated by either anti-Mutant hate groups as a terror weapon or used by governments to institute an attempted mass depowering of all mutants. And then there are the people who want to slap a power-dampening collar on you and drag you off to "serve your country" or be "re-educated for your own good," or the people who feel

entitled to tinker around with your genes or harvest your organs. As insurance against those people, you have blanket immunity to any and every attempt to remove, alter, lessen, damage, destroy, copy, steal, or replicate your supernatural abilities, DNA, or other aspects of your abilities or being without your freely given and fully informed consent. Nor are any biological samples obtained from you, be it a stray hair or an entire organ, viable for any purpose other than the ones you donated to explicitly under the same circumstances.

High-School Education (Free): You have, for free, the equivalent knowledge and education of someone who graduated with straight As, with a moderate focus on STEM, from a reasonably well-off school… In the Marvel Universe. Keep in mind, a high school student from Jersey City invented portable cold fusion in this world. And kids in Latveria have to be able to build and program a Doombot that matches Doom's standards to graduate. This doesn't *guarantee* that you can make Marvel Super Science but you're familiar with how it works and any advanced science skills you *do* have can be applied to super science purposes.

Mental Fortress (Free/200 CP): There are a lot of nosey telepaths in this world, and this is a bad point in time to have certain bits of metaknowledge get loose. This perk gives blanket immunity to mind reading and hostile telepathy. Not only are your psychic shields numerous, all-encompassing, and impenetrable, but if something *did* manage to get through them they would find that your mindscape is a vast and twisting labyrinth filled with deadly traps and countless dead ends, with miles to go before even reaching your surface thoughts, which are themselves protected by even more shields, let alone your memories or secrets and so on and so forth. You can, of course, allow others to read your mind if you want, and a set of innocuous but context-appropriate fake surface thoughts will keep any casual mind-readers from getting suspicious. You are immediately aware of any attempts to invade your mind. For an extra 200 CP, this extends to similar protection against any and all forms of mental or spiritual control, influence, corruption, alteration, or so on, natural or supernatural, as well as supernatural social influences.

Mutate (Free, Optional): The term mutate can refer to a baseline human who was granted superpowers as the result of physiological or genetic alterations induced by laboratory conditions or freak accidents, who inherited certain genetic conditions from a parent that granted them superpowers, or to a Deviant who was born with superpowers or developed them from random mutations. Mutants can also benefit from some of the effects that create mutates, presumably as can Post-Humans, some Eternals have unique abilities, and rarely machines or techno-organic organisms can replicate the abilities of genetically enhanced supers. This perk grants a 400-point Stipend for the Powers Section.

Hybrid (Free/100/200 CP): You've got a little something extra in you, a parent or grandparent who was something other than Earthling, or else were modeled on the same by your creator, or you've been infused with the essence of such a being. An alien, or some kind of supernatural creature. For free, you can have something akin to Abigail Brand's half-alien heritage or the Braddock Family's otherwordly ancestry, something with minor cosmetic effects or a negligible effect on your abilities. For 100 CP, you can be something along the lines of a half-Kree or half-Shi'ar or a minor demi-god, something with a small all-around enhancement to your physical attributes or a reasonable enhancement to one or two, or else Fae or Demon heritage that gives you a natural affinity for sorcery and leeway on the costs of magic, or something exotic that gives you a single discount in the Powers section. For 200 CP, you're an engineered alien hybrid, a major Demigod, or infused with the essence of a supernatural realm which grants you the choice of a major all-around enhancement to physical attributes proportionate to your base race or a strong affinity for sorcery, as well as a discount in the Powers section.

Make More Mutants (100 CP): Or don't. The law in question *explicitly* does not include mandatory parenthood. Regardless, with this perk, you can control which of your biological traits you pass on to any offspring, clones, or genetic chimera made from your DNA going forward.

Nephilite (100 CP, cannot be taken by Eternals or Sentinels): Eternals cannot breed among themselves, with two notable but tragic exceptions, but can reproduce with Humans, Deviants, and presumably Mutants and Post-Humans. The resulting offspring, referred to as Nephilites, are born with extended longevity and sometimes minor powers similar to an Eternal's. With this perk, you are one of these half-Eternals, granting you a natural life span at least double that of your base race with a much greater percentage of your life spent in your prime. Additionally, you receive one discount in the Powers section.

Martial Arts (100/300/400/600 CP): You've received extensive training in martial arts. For 100 CP, you are an expert in a broad area of martial arts and a dabbler in related fields. For example, being an expert in Kung Fu would give you years of experience in several forms and styles of Kung Fu, a familiarity with a handful of Chinese martial arts that aren't typically considered Kung Fu, and maybe even the basics of a style or two from elsewhere in East Asia. An expert in Boxing, meanwhile, would be an expert in every form of boxing, including kickboxing, and would also have a passing familiarity with Greco-Roman wrestling due to overlap from pankration. For 400 CP, you're an expert in all major branches of the martial arts on Earth and have a passing familiarity with all the minor ones and a handful of styles from off-world. For 200 CP in

addition to your base purchase, you're an undisputed master of every martial art even slightly adjacent to that granted by your base purchase.

Sorcery (200 CP): You have a familiarity with sorcery, with a particular focus on a single style, and the ability to competently employ the basics of all general applications as well as a few iconic spells like the Crimson Bands of Cyttorak. With time and training, the breadth and depth of your skill, knowledge, and power will come to rival a Sorcerer Supreme and will grow far greater in less time if you have even a minor affinity for sorcery.

Scientist Supreme (200 CP): You have an excellent grounding in both mundane and super science, in both a broad sense and within a specific field of your choice. In terms of the practical application of your knowledge, you could rival a young Tony Stark with this perk alone, being to him within your specialization as he was in his.

Polymath (200 CP): You're a true Renaissance man now. Your natural talent for all mental disciplines, art, science, mathematics, philosophy, imagination, and adapting to new perspectives are permanently set to equal whichever aspect of such disciplines is greatest. Any enhancements to one such talent enhance them all. Additionally, when practicing or developing skills related to such fields you find that it takes only a small fraction of the time to cultivate any of them that have fallen behind whatever your current greatest skill or skills are, in both breadth and depth, until they've caught up or to bring a new skill up to the level of your greatest.

Mutant Technology (200 CP): Mutant Technology is the term used for when several mutants form a circuit that combines their powers into something far greater than what they could accomplish alone. You don't need a perk for that, if you're a mutant, or have the X-Gene perk, you can just do it. This perk instead lets you form such circuits even if you aren't a mutant and will let you form it with any superhuman no matter the nature or origin of their powers. If you also have the Sorcery Perk, you'll gain similar benefits with Mutant Magic.

The Uni-Mind (200 CP): The Uni-Mind is an ability where two or more Eternals merge into a single gestalt form, a psionic Energy Being usually resembling a giant head. The Uni-Mind serves several purposes: A means of intimate communication to help the individuals within it share ideas or deal with the stress and anxiety of an immortal existence. It's the forum of debates and where Eternals cast their votes whenever the time comes to elect a new leader. And it's how they pool their powers, producing something many times more powerful than the sum of its parts. If you're an Eternal, you don't need a perk for that. You can just do it. What this perk does is allow for anyone, of

any race, to form the Uni-Mind with literally anyone. The only caveat is that they have to be willing.

Deviant Syndrome (300 CP): The process by which Thanos and Eros of Titan, the only true Eternals to be conceived, born, and matured and the only Eternals not created by the Celestials, were brought into being involved using the Cosmic power of their 'grandfather' Kronos to graft Deviant DNA to them in the womb. In Eros such traits are latent, but Thanos's "Deviant Syndrome" makes him a proper hybrid, both Eternal and Deviant and stronger than both. And Thanos isn't the only experimental hybrid in existence. With this perk, you may choose an additional race in this jump. You are considered to be both races for all purposes, including discounts, and have the traits of both in the best possible combination so that you are at least slightly stronger than the more powerful of the two races. Thanos is also, sometimes, considered a Mutant so you can buy this more than once to be a combination of three or more races. Due to how their discounts are handled, Post-Humans can not be combined with either Humans or Sentinels. They basically already are, after all.

The Secret to Xavier's Success (400 CP): Is, honestly, his financial skill and business sense. Sure, Xavier came from old money but he's good with it and good at making it work for him. Like him you have an almost preternatural understanding of economics, a good ear for what is a good investment versus a bad one, a talent for making connections, a sixth sense for when to buy or sell, a skill for cutting through red tape to get your business up and running while using that same red tape to hide your ownership of a company from those you don't want to know you have it, and can easily get a business from a start-up to something that runs itself to your specifications in record time. Given some decent start-up funds and a few years to work, you could create a secret empire of businesses around the world, funneling into you enough profit to single-handedly maintain a paradisiacal island nation where anyone can get anything they want for free.

Summers Genome (400 CP): Something about your genetic makeup makes your powers incredibly energy efficient, on the factor of millions of times more than they should be in some cases. Efficient enough to blatantly violate the laws of thermodynamics as we know them, letting you get a frankly absurd amount of use out of your abilities before you need to rest. Additionally, you passively draw in energy from some source to help fuel your powers. What exactly you draw on depends on your powers: Energy blast users might passively absorb ambient sunlight or cosmic rays while a psychic might unconsciously tap the limitless power of the astral plane to supplement their reserves of psionic energy. A Human or Mutant with this perk and history in this world may optionally be a member of the Summers-Grey family tree.

Grey Genome (600 CP): Something about your genetic makeup gives you an affinity for psionics, allowing any psychic powers you possess to grow further and faster than they otherwise would by at least a factor of ten. Additionally, you are a highly compatible host for external sources of cosmic power. Any such abilities you gain, whether in-jump, with CP, or from a scenario are easily mastered and rarely cause you trouble. A Human or Mutant with this perk and history in this world may optionally be a member of the Summers-Grey family tree.

Absolute Existence (Free/600 CP): Moira X is an odd Mutant. Completely indistinguishable from a human by even the finest detectors, but arguably the most powerful of them all. When Moira dies, she is sent back in time in order to reincarnate as herself with full memory intact. And the timeline she left behind is erased completely. In short, Moira effectively resets the multiverse with each life. The current reality is her tenth life, and potentially her last… Wouldn't it suck if you ceased to exist because a butterfly flapping its wings made Moira fall down some stairs? With this perk, your existence becomes an immutable fact of the Omniverse. No force in the Omniverse can erase you from existence or alter your personal history even indirectly, nor are you subject to time, reality, or narrative-manipulating effects that would alter your fundamental existence or change your mind or spirit against your will. You are still subject to more traditional attacks from such sources, however. Even if history or the world itself is rewritten, reset, destroyed, or recreated you will still exist as you are, there will be a place for you in the new reality, and you'll never have to deal with doppelgangers created by such resets. This effect is free for the jump but costs 600 CP to keep.

Immortality (Free/800 CP): If an Eternal's body is destroyed, they will be recreated by The Machine That is Earth. If a Mutant dies, they can be resurrected by The Five. Post-Humans are revived by the networks of The Vault. And that's just what happens on purpose. Simply put, death is cheap. Free for everyone, if there is any possibility that you could be resurrected then death does not count as the end of a jump or your chain as long as you are in some way active at the time a jump ends.

For 800 CP, you have priority in either the resurrection queue of your race or by some other, similar means of revival. Jumpchain fiat guarantees that you will still be you after your revival, your soul intact, and that any mental or biological backups used in your revival are 100% tamper-proof, cannot be used without your consent, and will always by sheer coincidence be fully updated to the exact yocto-instant that brain function ceased ensuring no loss of memory or enhancements you may have picked up. You will be revived within an hour of your death, tops, in a state of perfect health and fitness, at either the age you died or the prime of your youth, whichever is preferable. Post Jump, or if your means of resurrection becomes unavailable to you, you will instead respawn in

the appropriate manner in your warehouse, a property you own, or if all else fails somewhere safe. You may optionally make changes to your body upon revival, with the only limitation being that you can't make any changes that alter your fundamental identity. Mutants, Eternals, and Post-Humans get the 800-point version for free during the duration of the Jump but must pay to keep it permanently. Eternals **must** take the free temporary upgrade unless they took the "No Backups" drawback.

Evolutionary Apex (400 CP): The course of evolution on Earth wasn't random. Not in this universe. In addition to the Celestial experiments detailed previously, mitochondria are the product of an experiment from billions of years ago. The Kree experimented on neanderthals to make the Inhumans and some of them bred with humans before they isolated themselves. Various other aliens did similar experiments, microbes from space ended up here by accident. Gods, fae, and demons empowered, cursed, or transformed mortals, various hybrids were made, assorted exotic radiations and chemicals sometimes had heritable effects on those they were exposed to, genes mutated over time, populations moved around, traits were spread and/or culled by various natural and artificial means for various reasons. There have been countless fingers in the pie of human evolution, leaving the whole thing a convoluted mess. And with this perk, those conflicting and convoluted forces came together in you in the most optimal fashion. Or maybe you were just designed from the ground up to lack the perceived chaff?

First and foremost, you are not subject to inherent, racial, or biological weaknesses or any objective downsides to your powers. No allergies, no auto-immune disorders, no genetic diseases. A Mutant won't react poorly to Terrigen, a Deviant isn't subject to Excess Deviation, and so on. If you were infected with vampirism during your stay in this world, you would be a mighty Daywalker indeed. Second, you have perfect control of every aspect of your powers, conscious *and* reflexive, and can never be harmed by your own perks, powers, or abilities or face consequences for having potentially volatile combinations of abilities be that harm or consequence physical, mental, or spiritual with you being the final determinant of what counts as harm. Third, you find yourself naturally existing in a state of perfect fitness that never degrades regardless of diet or exercise or lack thereof. Any improvements to this state made from your personal effort will likewise not degrade. With time and effort, you can achieve the peak of physical ability in all regards. An ordinary human with this perk could, for example, eventually rival a super soldier with such peaks scaling up with more powerful individuals. Finally, this perk serves as a Capstone Booster, enhancing the effect of certain other perks.

Human Perks

Universal Adaptor (100 CP): Humans are highly mutable in this universe and are compatible on a genetic level with just about anything. Thus, you take very well to

various forms of genetic enhancement. Splicing yourself with animal DNA to gain attributes or abilities of that creature will work out fine, mutagens will have the best possible result with minor or non-existent downsides, superhuman organ grafts will work out just fine with minimal risk of rejection, and in general, you take very well to any and all forms of bio-augmentation. Any such enhancements you receive become a permanent, Fiat-backed part of you.

Nobody's Fool (200 CP): Unfortunately, the majority of humans in this world are… Rather easily swayed. For example, hailing a terrorist group as heroes because they joined the fight against a genocidal Star-God in the literal last minutes of the conflict solely out of self-preservation. Or feeling that protecting the children is a good reason to pass laws that let a corporate paramilitary ignore every aspect of due process and a supreme court ruling to drag teen heroes away to be drugged, tortured, and brainwashed. You're certainly not like that, but just in case with this perk you can easily and effortlessly see through false information, smell out propaganda, and shrug off purely emotion-based arguments that aren't supported by facts. You easily recognize and identify logical fallacies, especially when they're used deliberately to mislead someone, and can always tell whether or not a speaker or writer is acting in bad faith.

Public Relations Expert (400 CP): But that doesn't mean that you can't use the gullible nature of others to your advantage. You've got an almost superhuman level of charisma, can tell the most blatant and baldfaced of lies with a straight face and perfect confidence, and possess a total mastery of oration, PR, and debate. Now, you do not mind control people, if you make the wrong argument you won't get far and some people are just too stubborn or deluded for even a masterfully employed presentation of facts, logic, and emotional appeal to change their minds, but in all mundane regards, you are a master of manipulation.

A Mind of Iron (600 CP): You're a genius, Jumper. Bona fide, certified, the whole nine yards. It's hard to put a number on it when it gets this high, but you're at least the equal of Tony Stark and enough cognitive exercises and plenty of study would make you a worthy rival to Reed Richards. Additionally, there is no aspect of science or technology that you cannot understand given enough time and effort and any such disciplines that you learn can be combined and integrated with each other at your leisure. Finally, this perk combines synergistically with any and all other perks or powers that improve your intellect or mental faculties.

Brain Storm (Capstone Boost): Forget Reed. You're the equal of his daughter, Valeria. That is to say, you are as far beyond Reed as Reed is beyond the average man. Not only that but your raw intellect grows continuously over time without limit, so that in each passing year you are noticeably smarter than the year before it, and any efforts you make to improve your knowledge base, intellectual skills, or cognitive functions will

pay dividends without hard limits, glass ceilings, diminishing returns, or bottlenecks. Naturally, any further boosts to your intellect will increase your rate of growth going forward so that you always gain noticeable improvement. Additionally, your affinity for learning and combining the sciences now extends into the arcane and the eldritch sciences and even outright sorcery. You can learn and master any form of magic you have access to and combine spells, schools, or entire forms of the arcane arts with each other or any science and technology you have proficiency with.

Mutant Perks

X-Gene (100 CP): The X-Gene complex is the result of a million years of evolution and mutation of a "spark of potential" implanted in humanity's ancestors by the Celestials, activated by several factors including an above-average concentration of Deviant DNA, and it functions by allowing the manifestation of otherwise latent traits within the genome as well as serving as a gateway for cosmic power to enter the body. First and foremost, this perk grants a single discount in the powers section. Second, any and all of your supernatural powers that are drawn from your biology may contain a subtle psychic or cosmic component of your choice if they do not possess such by default. Third, any supernatural abilities you possess derived from your biology or genetics combine in the most beneficial way whenever applicable, as the X-Gene often makes the most of what it has available to it.

Bent, Not Broken (200 CP): Go into a room with ten mutants and you'll find twenty cases of PTSD. With all that's happened, it's only natural. But a lot of them have gotten very good at managing it. With this perk, you process trauma remarkably well and have all of the skills needed to manage it. You also find that you always have the motivation to "do the work" and to get help if you have a problem that you can't manage on your own. Speaking of help, you know all the signs for when someone else is struggling, know what to do to help people with comparatively minor issues, and the arguments needed to convince someone to seek help for the more serious stuff.

Secondary Mutations (400 CP): Secondary mutation is a phenomenon where a mutant whose powers are already active undergoes further genetic changes, usually when under extreme stress such as is by life-threatening danger. With this perk, whenever you are in a situation where you or a loved one very well could die, such as a life or death conflict from which you have no means of escape, or a moment of extreme physiological distress such as potentially fatal radiation poisoning, you have a chance to undergo secondary mutation. When this happens you could gain greater control of your abilities or your powers could lose prior limitations. Your powers could grow stronger, broader, more complex, or gain new applications. You might even gain a new power related to your originals or very rarely a new power entirely. Additionally it "reboots"

your system somewhat, saving you from, say, poison. Each secondary mutation represents a significant growth of your power in at least one direction but… Be careful. There's never a guarantee of secondary mutation happening.

Omega Level (600 CP): Mutant powers are a bit like playing a genetic lottery and you won the jackpot. Simply put, your powers have no intrinsic limits, any limitation to your powers being a temporary roadblock to your growth at the absolute worst. Your powers can grow infinitely, in every direction: Not only stronger but broader, more versatile, more complex, and more precise. The range or area of effect can shrink and grow, and any application of your power that one can conceive of is something that you'll eventually be capable of given enough time and practice.

Beyond Omega (Capstone Boost): And then there's this. If Omega Level is winning the lottery, this is getting a free spin at a casino and walking away with the whole Vegas Strip in crippling debt to you. Not only do you have the same lack of limitations as an ordinary Omega, but your powers grow at a substantial rate in all available directions and dimensions. With each passing year, your powers will be noticeably greater than they were previously in every way and that's if you don't make an effort. Any actual training or experimentation with your powers will lead to exponential growth that never slows or stalls, and any given aspect of your powers can be trained up to match your strongest aspect in a fraction of the time it might otherwise take.

Eternal Perks

Purposefully Made (100 CP): Each Eternal was made for a purpose, and each has a defined Role. Ikaris is an Arrow, he flies straight, flies fast, and probably hurts whatever he's flying toward. Druig is a Snake, treacherous, self-serving, and able to do all manner of dirty deeds. With this perk, choose a similar such concept for yourself. Your baseline physical and mental attributes are enhanced in ways consistent with your Role, and you find that using your Eternal psychic and cosmic powers in ways consistent with that purpose, and learning, developing, mastering, and using other skills, abilities, or powers you have or gain along those lines comes easily, as if you were learning such things at ten times the rate you otherwise would.

Programmed Into Reality Itself (200 CP): That's how deeply ingrained an Eternal's purpose is. You're not as rigid as some of them, being a Jumper and all, but that doesn't mean you can't reap the benefits of such. First, no matter what happens, you will always be you. No amount of experience will change you into a different person, and no influx of memories and information can alter your personality, you are who you are. Second, your soul is inviolable. It cannot be corrupted, destroyed, damaged, erased, stolen, or lessened by any means. Finally, since Eternals typically neither age nor mature, you may

optionally use this perk to override Age in future Jumps and start at the apparent age you were in this jump instead, unless you took a drawback or otherwise gained CP for starting at a certain age. You may decide this after rolling for age.

Self-Sustenance (400 CP): Eternals produce their own cosmic energy, making their powers self-sustaining, but you are on a whole other level. While your output doesn't change, any and all internal reserves of energy you possess become truly infinite. In addition, regardless of your race or form, you do not need to eat, sleep, drink, or breathe and require only a fraction of the rest or cooldown time you would need otherwise, though you can still do all of the above if you so desire. Finally, your body does not produce metabolic waste of any kind.

Patriarch (600 CP): Or Matriarch as the case may be. Kronos, Oceanus, and Uranos were the first three of Earth's Eternals and the most powerful. But maybe there was a fourth among their number? Like them, you're a few steps above a typical Eternal, particularly powerful and with a vast area of skills and abilities. It's hard to gauge exactly how much stronger, but Uranos is noted to be a perfect match in *every* regard for the Omega Level Mutant Legion and shrugged off planet-busting and god-obliterating energy blasts with only his own personal collection of WMDs being shown to do any real damage to him. This is on top of being perhaps the greatest creator of advanced weapons on Earth. If you're an Eternal, that's the level of power you have, as well as the equivalent of a million years of practice and experience divided among your various powers, skills, and abilities from this jump and also assorted mundane abilities. If you belong to another Race and take this perk, you have a similar proportionate improvement over an average member of your race but the same equivalent in experience. If taken with Purposefully Made, your Role is far broader and is the main(but not the exclusive) focus of where your experience is spent.

Apotheosis (Capstone Boost): Uranos isn't the strongest of Earth's Eternals, however. That would be his brother, Kronos. Kronos, while performing an experiment… Maybe by accident, maybe on purpose, created a reaction that destroyed the Eternal City of Titanos and ascended him to a state of cosmic Godhood. This boost transforms you into a similar deific cosmic entity. First and foremost, you are both a God outright and a Cosmic Entity, with corresponding enhancements to your physiology and metaphysical existence placing you slightly above where you would be with the Patriarch Perk. Second, you are imbued with all the cosmic and mystical power of a God. An Eternal with this perk alone would, like Kronos, have the power to rival Zeus or Odin. Another race, lacking innate cosmic power, wouldn't be quite as strong and would more closely resemble a young Thor, sans Mjolnir. You also gain a Divine Authority, a connection to some concept, that using your power for is far easier similar to the Role granted by Purposefully Made, and if you have that perk the effects combine multiplicatively whenever your Role and Authority overlap. As a cosmic entity, you may optionally have

a cosmic appearance that can be toggled on and off post-jump. Unlike Kronos, you don't have a mortal version of you still hanging around somewhere.

Deviant Perks

Stability (100 CP): Just as insurance, you're a particularly stable Deviant. Your random mutations will never have a negative effect on you and, as a bonus, your body cannot be physically altered against your will and you will not suffer any negative effects from anything that changes your body or DNA.

Controlled Mutation (200 CP): Your random changes aren't so random. You have a degree of control over your genetic changes with which you can, effectively, trade a little bit of one physical attribute for a little bit of another. Adjust the traits of your muscles to trade brute strength for speed or sacrifice flexibility to harden your body for example. Such changes are innately temporary, reverting after a few hours when your natural base template reasserts itself, take a few minutes of concentration to institute, and such trades are on a strictly one-to-one basis.

Divine Rejection (400 CP): The Deviants have an ancient proverb: "The Celestials can go &@#$ themselves." In addition to the perceived rejection of their creators, the Deviants have had bad experiences with deities in general—Notably, the head of the Priest Caste eventually became a Set Cultist. So, for the most part, they go without. Divine decrees and prophecies have no hold over you, you do what you want. If a god wants something from you, they have to come and get it in person. This does not stop them from smiting you, empowering you, or interacting with you in other manners, it simply means that neither they nor any other esoteric forces can control you or your fate.

Progressive Deviancy (600 CP): There's constant mutation, and then there's this. For some reason, your mutations always have a noticeable effect and always build on each other. One day you're a little stronger, one day a little tougher, one day a little faster, one day you heal more efficiently, and so on and so forth. Each enhancement stacks with previous enhancements to that attribute and the only way to lose one of these enhancements is if your random mutations replace it with a better or more comprehensive version of itself. There is no limit to how much you can grow from these progressive mutations, and very rarely you may gain a minor enhancement to a power born from your genetics or biology. However, the enhancement from one day to the next, while noticeable, will be negligible. It's only over an extended period of time that you'll see significant growth. And, oddly enough, it tends to be mostly balanced. Your attributes won't necessarily be perfectly equal, but you'll never find yourself growing in one direction from this while leaving the others behind.

Benign Excess Deviation (Capstone Boost): Okay, Charles Darwin is spinning in his grave. You're not just mutating anymore, you're outright evolving. A single organism evolving in its own lifetime… Instead of a single minor enhancement, barely noticeable, you're getting a good two or three dozen spaced out over the course of a day, each of which is greater and more comprehensive than what you would have gotten before. And you're not just growing physically, but mentally, spiritually, your powers, all of it. With each passing day, you become noticeably greater all around. Note: Despite the name, this doesn't count as Excess Deviation for the Protocols… Well, not automatically anyway.

Sentinel Perks

Modular Construction (100 CP): All modern Sentinels are based on the technology behind the Wild Sentinels, adaptive Sentinels made from whatever happened to be on hand. Over time the technology was refined, and now all sentinels are composed of modular machines made of modular machines down to the point of nanomachines. You're at the bleeding edge of this tech. Whenever your body is damaged, you may replace damaged parts of yourself, or accelerate whatever healing or self-repair features you have, with any bit of tech or scrap metal you happen to have handy. Just cram it into the damaged sections and the nanomachines will do the work, first repurposing the device to take the place of missing or damaged parts before slowly remodeling to become identical to the missing part. Any unique functions of the device, however, will be retained and, if applicable, slowly spread throughout the body as the Nanomachines do their work. Any technology integrated into your body in this manner is fully fiat-backed.

Techno-Organic (200 CP): There have been several attempts to enhance Sentinels with techno-organic or bio-mechanical pathogens, things that infect and transform living organisms or other machines into a synthesis of the two. With this perk, that's what you become. Regardless of your current form, you retain the best traits of both a synthetic organism and a biological one. Additionally, the amorphous and infectious nature of the source of this property gives you a certain flexibility of form, being able to say, stretch limbs two or three times their length, produce your integrated tech or duplicates thereof from different places in your body, produce simple melee weapons from your body such as blades or bludgeons, or even blend traits from or fully merge any and all synthetic alt forms you may possess. If you have Modular Construction, then this perk will make the process of integrating and adapting technology instant and allow you to assimilate technology without being damaged first.

Integrated Arsenal (400 CP): By default, Sentinels are equipped with mutant gene detectors, some means of artificial flight, some means of force blasting, the ability to

shape their limbs into laser cannons, and their artificial bodies grant them moderate amounts of superhuman strength. You don't need a perk for that, you get it just by being a Sentinel. What this perk gives you is… Everything else. Repulsor-tech blasters and power nodes, flamethrowers, mini-missiles, miniaturized flack canons, high-speed Gatling guns, stone piercing drill fists, force field generators for both personal defense and entrapping targets, secondary combat computers that both memorize previous threats and helps account for new ones, and sensors for seeing into the infrared and ultraviolet spectrums and detecting sound too high or low for the human ear. If you have both Modular Construction and Techno-Organic, then this perk will let you merge down any and all redundant technological enhancements you may possess, including those granted by perks and powers in other jumps.

Reactive Adaptation (600 CP): The nanomachines that compose your synthetic body are very efficient and very proactive when it comes to harm. Not only are any and all healing or self-repair abilities you possess doubled in speed and effectiveness, but in the process of recovery, your body is built back in such a way that it is less susceptible to such harm in the future. This could be as simple as assembling your new metallic skin from a denser alloy that's less likely to be pierced or as complicated as completely altering your circuitry to remove a weak point. This adaptation isn't perfect, it'll never make you outright immune to a form of damage, but given enough injuries of a given type, you'll get so close that it won't matter. If you have Modular Construction, Techno-Organic, and Integrated Arsenal then this perk means that every bit of technology you assimilate into yourself will be analyzed in the process, allowing it to be upgraded with the best traits of every bit of technology that makes up your form and every bit of technology already in your body being upgraded with anything even remotely useful from the new tech.

Nimrod (Capstone Boost): Nimrod is perhaps the mightiest Sentinel in existence, for he is effectively indestructible. Instead of twice, the speed and effectiveness of your healing or self-repair abilities are increased by a factor of ten. Additionally, as long as there is a single intact molecule of your being you physically cannot die and will eventually regenerate… Though, if your healing factor isn't up to snuff it might take you a while to get back to functional if it comes to that. Additionally, your adaptations are more proactive: Against easily observable attacks you may begin to adapt pre-emptively to resist damage before you're attacked, assuming you know it's coming. Additionally, you'll adapt to attacks that aren't specifically inflicting damage. For example, if a magnetokinetic was throwing you around, you would eventually develop internalized electromagnets that would vary in intensity to counter their power. Even your weapons or powers will adapt: If your laser canon can't pierce someone's shield, its focus, intensity, and wavelength will subtly alter until you have one that can. If you have all the perks in this line, then any and all technology integrated into your body will slowly upgrade with your own knowledge of science and technology in

addition to the traits of each other, until every aspect of you down to the smallest nanomachine is the best possible machine it could be by your understanding of technology and the technology available to you.

Drop-In Perks

Genre-Savvy (100 CP): You notice certain… Patterns in things. How people act, how—Okay, the hack writing this was trying to be coy about it but enough of that. Or at least that's what I assume is going on, I can't actually break the fourth wall. I could just be standing here talking to myself for all I know. Anyway, this whole Origin is based on me, Gwendolyn Poole, an ordinary human from the real world who found herself in the Marvel Universe and through a crazy series of events learned to have greater empathy for others, came to question whether or not I actually exist, and gained phenomenal reality warping powers. Or I'm a mutant reality warper and clairvoyant who went insane when my powers kicked in. Or both! Either way, I'm currently hanging out on Krakoa. Back on topic, this perk is your standard "you see tropes in real life and can influence the direction of the story by playing to or against the overarching narrative" perk. While this will be particularly useful in a world that already runs on tropes or just outright narrative causality, at the bare minimum always remembering to double-tap the homicidal maniac or that people tend to choose meaningful passwords will always come in handy.

Metaknowledge (200 CP): This is where it starts to get real. With this, you have a general knowledge of the world you're Jumping to. The history, the "plot," the nature and motivations of all the "main characters" and a bunch of the "minor ones." The whole shebang, really. I got mine by living that #geeklife, binge-reading any comic that struck my fancy but if you don't want to get that meta, or if you want to play along with that coy summary up in the "Origins" section, it could be that you're a student of history from the distant future or a powerful postcognitive or what-have-you. However, this isn't omniscience. It's only good up until the exact instant you start the Jump so I'd take the time to actually watch *Game of Thrones* if you're planning on chasing this Jump with a trip to Westeros. And in a big enough "narrative," there can be gaps in your knowledge—Deadpool was always a little too "Lol Memes" for my taste which really bit me in the backside when I ran into him in Murder World—and this perk does absolutely nothing to improve your memory or information recall so I really hope you took that one freebie. Oh, and if you want to, in future Jumps you can use this to treat any Origin as a Drop-In, with any knowledge you'd normally gain from your In-Jump history and memories being bundled with the metaknowledge.

Unusually Competent (400 CP): You really wouldn't expect a teenager who dropped out of school to be a highly competent mercenary, would you? And yet, here I am. With

this perk, you can choose a single exotic career, which can be combat-oriented like mercenary work or something less murdery like a voice-over artist. The point is, you're really good at it. A natural talent refined by decades of experience that you… Just don't have. Maybe it's some kind of plot armor?

The Unbelievable Jumper (600 CP): If imitation is the highest form of flattery, then… I don't know where I'm going with this. Anyway, this perk gives you my reality-bending powers at the level they were at in my first solo ongoing. That is to say, you can find the "edges" and "invisible walls" in reality in order to travel into a personal reality, a sort of blank white void, with pathways that you can use to travel through time to a limited but ultimately arbitrary degree in order to set up closed time-loops or be in two places at once, or you could use it to swiftly travel to other locations. Or just flat-out tear-open portals to the same if you're desperate. You can also create constructs of people based on their earlier history or alternate versions of themselves, and get a vague idea of your potential future via some means available to you in your personal reality. I call mine gutter-space, access it by perceiving reality as a comic book, the pathways are comic issues which are also how I see my vague futures, and my constructs are made of comic book pages but yours can be anything that makes sense to you. And unlike me, you don't have to worry about an author turning these powers off midway through a series so you don't outclass the rest of the team. Lucky bastard.

Jumper Strikes Back (Capstone Boost): Ah, yes, the purposefully overpowered version. Does this even make sense as coming from that Capstone Booster? Anyway, this gives you my powers circa the time I may or may not have accidentally retconned my own Origin story. In addition to all of the above in a form that we'll just arbitrarily say is an order of magnitude stronger than before since exactly how strong I am is never made clear, you'll also get the ability to "retcon" reality. When I do it it's as a flashback but again, it can be whatever makes sense for you. In short, you just… Imagine something happening in the past and it happened. Now don't go crazy, you're not changing actual history, you're just adding to it, and the more "narratively significant" something is the less you can do to alter it. It's also not 100% clear how permanent this is, I used it to kidnap the Hulk once but he found his way back to where he was easily enough. As a rule of thumb, the hard limit is how believable it is. Anyway, I'm gonna hand you back over to whoeveritis now.

Civilian Perks

Average Joe (100 CP): Choose a single mundane career, like an office clerk or a bartender. Not only are you a natural-born expert in all aspects of this job, but you can always find joy and/or satisfaction in it. You also have the skills needed to socialize with colleagues and acquaintances obtained through such a job, and have great luck in

finding gainful employment in that career or a significantly similar one. This perk can be purchased more than once, but only the first purchase is discounted.

Plot? What Plot? (200 CP): Wacky adventures? Life or death consequences? Provocative love triangles? Tragic circumstances? That all happens to other people. You're just doing your job, or maybe you're trying to have a good time. One of those things. As long as this perk is active, whatever narrative is happening will just pass you and yours by like nothing happened. Within reason. A threat to your whole city is where it starts to break down, but even then you're significantly more likely to get out unscathed. Once you actively get involved in "the plot" however all bets are off. This effect can be toggled on and off at a moment's notice if you are craving excitement. In addition, you'll never have to deal with minor annoyances like stepping in dog poop or the printer running out of ink at an inconvenient time and work will never intrude on your personal life or vice versa.

Mundane Utility (400 CP): You know? Using superpowers to fight is wasted potential. There are constructive uses for most powers. Or ways you can leverage them for profit beyond "rob a bank" or "be a leg breaker for some government, corporate, or criminal entity." Or maybe it's just to make your own life easier? Regardless of how destructive or seemingly useless your powers are, you can always find or develop at least one use for them that fits at least one of the above categories, with broader or more practical powers having more constructive uses.

Good Intentions (600 CP): Sometimes you're not just a grunt worker. Sometimes you're an executive, or you're in management, or you're the owner. And sometimes it can be hard to balance the well-being of employees and the public with the bottom line. Not with this perk. With this, if you want to provide some service or good to the public that would normally be unethical or expensive to produce you'll discover an ethical and cost-effective means of producing it, allowing you to provide it to the public at a reasonable price while still making a significant profit and avoiding moral compromise. Any time you give an employee a raise or more benefits the rise in productivity will more than makeup for the cost so there's no reason **not** to pay your entire staff a living wage with comprehensive health and dental insurance and generous bonuses for a job well done. And anything else along these lines that you can think of. Even if you're not the boss any well-intentioned initiative you show will be rewarded.

Karma Houdini (Capstone Boost): …And here's where it gets a bit…. Weird. With this, any time you perform a morally, ethically, or legally questionable act with good intentions and with a good result, you won't face legal or social consequences for it. For example, if you found out that a coworker or superior was embezzling money that was supposed to be paying for the workers' health insurance and that's why Bob from accounting couldn't afford his cancer treatments then, assuming that you have the

relevant skills to do it, hacking into their bank account to steal the money to pay for Bob's care won't come back to bite you. If they notice and get the authorities to investigate they're more likely to get caught for their own crimes and face the consequences than anything happening to you. Note that this doesn't stop your victim from retaliating personally: If you use corporate espionage and blackmail to steal a company out from under a corrupt CEO so you can use its resources to provide needed services to the public nothing is stopping them from using their personal funds to hire mercenaries to kill you. And to reiterate, selfish acts or acts that aren't a net good are not protected.

Hero Perks

Heroic Charisma (100 CP): A hero isn't just someone who goes out and beats up bad guys. A hero is meant to help people and inspire people. With this perk, you have an aura about you that projects confidence, competence, and the weight of your good intentions. As long as you're there to help, people will be able to instinctively tell that and may feel comforted by your presence. If someone has what it takes to become a hero themself, they may even feel inspired to take the first step on that road if the opportunity is available to them. Conversely, if you can take an evil doer they may begin to feel fear at your arrival on the scene.

Hero Insurance (200 CP): When dealing with a super-powered malefactor, high-stakes violence could inevitably occur. The experienced superhero, however, can control the flow of battle to minimize unnecessary harm. With this perk, not only can you control the lethality of any of your attacks and powers, even making otherwise overwhelming destructive force completely harmless, but find that you rarely, if ever, cause unintended collateral damage or injury to innocent bystanders or property. Additionally, you possess the ability to subconsciously choreograph any battle you're a dominant factor in to limit the collateral damage caused by other parties, and unless it's a chaotic melee of hundreds of combatants it'll be rare for any collateral damage that does happen to include fatal casualties or property damage that isn't fixed within a few weeks tops.

Creative Applications (400 CP): Once you've been a hero for a while, you get really good at leveraging your powers in all kinds of situations. With this perk, you know all the tricks you can do with your powers, or at least an absurd number of them in the case of particularly versatile powers, and have the equivalent of years of experience and practice in each one. You can also be assumed to have any secondary skills needed to pull a trick off, such as having a talent for applied geometry if one of your tricks is bouncing energy blasts off targets at an angle to hit other targets.

Determination (600 CP): The difference between your average run-of-the-mill hero and a real Superhero is that a Superhero is larger than life. It's not the powers though, it's simply that when a superhero is out there they give it 9001%. With this perk, your willpower and determination are both infinite, unshakable, and unbreakable. In times of extreme stress, you can push your body or powers many times passed their current limits through sheer willpower with minimal consequences. Severe exhaustion or non-permanent injury at the worst. Additionally, while you still feel things like fear or sadness, they can't stop you from doing what's right or what needs to be done.

The Immortal Jumper (Capstone): You are *literally* too stubborn to die. In addition to all of the above traits to a somehow even greater level, as long as you have something you need to do you physically can't die. You could go almost indefinitely without food, air, or water, being sustained entirely by your own will for as long as you need to. As long as you still have a mission to do nothing short of dismemberment, catastrophic brain damage, instantly fatal effects, or total bodily destruction can so much as inconvenience you. Even then, if there is *any* conceivable way that some supernatural ability you have could let you survive and keep going, for example keeping the blood in your body flowing with an electromagnetic field after your heart was ripped out, you will do so reflexively and be able to hold on at least until you complete your objective. This doesn't guarantee that you'll live very long once your job is done, however, so I hope you account for that if you aren't planning a heroic sacrifice.

Agent Perks

Cold Blooded (100 CP): In the line of work you come from, you've got to do a lot of dirty deeds. Hesitation can be a death sentence. With this perk, you don't freeze or panic under pressure. Furthermore, you can reflexively toggle your emotions and morals on and off, or dial them up and down anywhere between "normal" and "nothing" in order to control your responses or do something that you might not want to do but can't get out of. It won't stop you from feeling bad about it after the fact, mind you, but it can help you cope.

Infiltrations Expert (200 CP): Of course, being able to do the deed doesn't matter if you can't get to and from the target. With this perk, you're a master of stealth and silent movement, being able to move without making a sound in almost any circumstance. Additionally, you possess excellent situational awareness and a keen knack for spotting security guards and cameras, as well as pegging likely locations for hidden cameras or disguised guards. If you have even a simple cover story, you're able to fast talk your way passed all but the most suspicious of persons. Finally, you're a master at sleight of hand, picking locks and pockets, and can typically guess codes and passwords with only slight clues.

The Best There Is At What You Do (400 CP): And what you do isn't very nice. You're a killer, Jumper. There are several locations on the human body that if struck, cut, pierced, or smashed just so could incapacitate, cause debilitating pain, cause rapid exsanguination, or even cause instant death in some cases. You know all of them and can find the exact location of each on a given person with a glance. You are also an expert with virtually every type of firearm, several varieties of knives, and a healthy collection of archaic weapons.

World's Greatest Assassin (600 CP): The other perks in this line were building up to (and when relevant, combine multiplicatively with) this. With this perk, you're exactly what it says on the tin. Once you have a target, you're like a one-person-intelligence agency able to quickly learn anything and everything about them that might help you track them down and get past any and all defenses or security measures that might be between you and them without anyone but the keenest of investigators ever realizing you were after your target. Once you have them where you want them, you can take them out quickly, cleanly, and efficiently with whatever means you have available to you. When the deed is done, you can stage the scene to make it look like an accident, a home invasion gone wrong, frame someone else for the deed if you have the means to do so on hand, or anything else that could cover up your involvement. Or to send a message, perhaps with a calling card, if you *want* people to know who did it.

Angel of Death (Capstone Boost): Of course, you don't always have time for such subtleties. And sometimes, even you could make a mistake and find yourself backed into a corner. That's what we call a target-rich environment. Simply put, if you are engaged in combat with multiple opponents, but a given opponent would not be a threat to you if they were fighting you alone, then numbers provide them no advantage. Even if one or more of your opponents are in fact a threat to you, anyone else on their side is more of an annoyance while you engage with the actual threats than anything else. This doesn't give you infinite stamina, however, so you could still lose from attrition if someone is just swarming you with wave after wave of men, but if you have a target that you can only get to by going through a small army you could cut a swath of destruction through them that would make Frank Castle or Cletus Kassady jealous.

Villain Perks

Presentation (100 CP): There's one thing that separates your everyday run-of-the-mill villains from a real (former) Supervillain, and you have it in spades. You have a presence about you, a sort of cool and collectedness even during an emotional outburst, you are… Dare I say it? Cool. You also possess masterful acting talent, a great sense of style that means you can make anything look good on you, and a strong flare for the dramatic… Were you a theatre kid?

A Second Chance (200 CP): Or a third, a fourth, fifth… You don't have *infinite* second chances. Eventually, people are going to get wise, but as long as you can convince people that you feel remorse for your actions or that you've changed your ways people are likely to believe you and let you off with minimal consequences. You're more likely to get away with something scot-free if you make an actual effort to atone for your actions or put good out into the world, and naturally, people are much more likely to believe you if you actually mean it.

Elementary (400 CP): Mystique was Sherlock Holmes in this universe. Just, just gonna leave that there. With this perk, you're a master of deductive and inductive reasoning, deriving facts both general and specific from only relatively minor context clues. You also gain a boost to logic and reasoning in general and have a keen eye for even the smallest details. Finally, even without shapeshifting, you are an exceptional master of disguise.

Criminal Mastermind (600 CP): Plans within plans, intricate schemes, and heists pulled off so smoothly that by the time anyone realizes that a crime was even planned you're long gone with the loot and have a patsy in place to take the fall on the off chance that they pick up your trail. With this perk, you can do all of that and more. In particular, the larger and more complicated your schemes are, the more likely they are to go off without a hitch. This also has non-criminal applications.

World's Greatest Criminal Mind (Capstone Boost): Plans within plans is one thing, but with this, your mastery of the scheme reaches beyond what is conventionally probable. With a reasonable amount of information on someone's history, abilities, or motives, you can accurately predict exactly how they'll act in a given circumstance and factor their reactions into your own plans. You can also have multiple plans running simultaneously without any chance of one running up against another and with enough planning each plan can be so comprehensive and full of contingencies that if one is foiled it will always be in a way that furthers at least one other. Additionally, you're an expert at managing criminal organizations from ordering around minor crooks through ten layers of proxies to finding which cops are on the take. You could run an international criminal empire from a solitary cell in a maximum-security prison without anyone being the wiser if you were so inclined and had enough prep time. And, as before, these skills are transferable to more honest work.

Outcast Perks

Beneath Notice (100 CP): When you don't fit in, standing out makes you a target. So you've learned how not to stand out. As long as you're not actively trying to get their attention most people will just ignore you as part of the background scenery. Now, this isn't a supernatural effect, it has limits. It won't protect you from someone who already

knows who you are or has a reason to be seeking you out and won't save you if you get caught somewhere you aren't supposed to be, but otherwise you can evade notice or slip through the gaps in people's perception.

Disenchanted (200 CP): You've learned not to put people up on pedestals. No matter what someone's reputation is, you're never blind to their flaws and if something seems too good to be true you can usually tell if it is or not. In general, if you smell something fishy it's only when there actually is something fishy going on.

Underestimated (400 CP): When you keep to yourself, when you're overlooked, or when you have a certain reputation people tend to subconsciously ignore anything about you that doesn't fit with their conception of you. If you're big, then you can't be smart. If you're small and playful you must be childish. If you're just their quiet, unassuming neighbor then you can't possibly have anything interesting about you at all. Whenever it would be beneficial for you, people will just ignore anything that contradicts their impression of you.

A Couple of Misfits (600 CP): Outcasts should stick together. You have a talent for finding people who are closer to your way of thinking or bringing people who are on the fence around to your position. And you're just making friends, nothing suspicious about that, so unless you're actively and openly conspiring to do something most people won't think anything of it. Even if you *are* up to something, as long as you're careful most people won't realize it until it's too late.

Surprisingly Convincing (Capstone Boost): And this is just implausible. Not only can you find and convince like-minded persons and fence-sitters alike to your way of thinking but you don't necessarily need to have your facts lined up as long as your phrase it in a way that superficially makes sense. For example, if you are imprisoned for something that wasn't a crime when you committed it, people might believe that you're a victim and ignore the fact that what objectively happened was that you murdered someone while your new home country was still drafting its laws. You could also get a group of alienated teenagers to ignore the fact that you're a known malefactor and a long-term enemy of their mentors in order to form a cult of personality about yourself. This can be used for less shady things as well, but those are the big examples in the source material.

Arakkii Perks

Survival of The Fittest (100 CP): The civilization that became Arakko placed a lot of emphasis on personal strength and fitness. Thousands of years trapped in the literal Hell that is Amenth, where those who were not strong enough died or went mad while those who survived grew stronger as the essence of the realm itself made them adapt,

did little to dissuade them of such things. With this perk, you have the traits of an experienced survivor of Amenth, or a mutant who was killed there and then resurrected back on Earth. Your body is hardwired to survive on what would normally be considered a starvation diet and similarly has a reduced need for other forms of sustenance. Your musculature and reflexes are quicker, smoother, and more efficient, you handle pain better, and you have finely honed combat and hunting instincts, like the best of a veteran warrior and an apex predator.

Pooled Strength (200 CP): While the Arakkii place great value on strength of the individual, they also value the strength of the whole. Offering help is an insult, but assisting when it's truly needed or participating in collective tasks for the good of the whole are welcomed. With this perk, you're an expert at coordinating the actions of yourself and/or others when working towards a common goal, and any communal activity you are engaged in, such as bringing in a harvest, goes far faster and more smoothly.

Master of Weapons (400 CP): While the mutants of Earth tend to call their powers "gifts," to the Arakkii a power is a weapon. You're able to find a combative, destructive, or lethal use for all but the most worthless or benign of powers and you find such uses of your powers to be quick and easy to master.

Heir of Akkaba (600 CP): Okkara, the living continent from which Krakoa and Arakko were born some thousands of years ago, was colonized by mutants from all over the ancient world but it was ruled by Apocalypse and his family. Are you perhaps descended from The First One? You're strong, Jumper. Very strong. All of your baseline physical abilities are by default at what used to be the peak for your race, with your new peaks being as far beyond that as your old peaks were beyond your old baseline. Furthermore, you find that both sports and hand-to-hand combat come easily to you. A Human or Mutant with this perk and a history in this world can optionally be a blood descendant of Apocalypse.

Fifth Horseman (Capstone Boosted): Or perhaps your relationship is closer than that? With this not only are you slightly greater, with proportionately greater potential, than you would be from the base perk but you possess eternal youth if you do not already have it and increased vitality if you do(or gain a redundant source later.) Additionally, in addition to a natural talent for athletics, you are… Quite skilled at all forms of combat and the arts of war, including tactics, strategy, and logistics, that were known to the world during the bronze age. As if you were trained from birth, near literally, to be the greatest soldier and general the ancient world could create and then spent thousands of years testing and honing those skills against an army of literal demons. A Human or Mutant with this boost and a history in this world can optionally be a child of Apocalypse.

Powers

Certain Perks will grant a discount in this section, which can be applied to any power. Discounted powers have their prices cut in half, with anything reduced lower than 100 CP becoming free. If you have more than one discount, you can stack them but round the result to the nearest 100. For example, a 1000-point power with two discounts would be cut to 250, which rounds to 300. A third discount would bring the price to 125, which rounds to 100. Discounts apply to an entire package if a power can be upgraded unless stated otherwise.

All of the descriptions are assuming a typical human or similar base template and will scale up or down proportionately to the base template when applicable. When in doubt, assume everything stacks naturally but additively unless stated otherwise.

Required Secondary Powers (Free): For free, you get any and all required secondary abilities to make your powers function as intended from this and any other Jumps. Examples include the bare minimum control to not break something for super-strength or anti-friction fields to protect you and your clothing for a speedster.

Original Power (Variable Price): If there's a power you can think of in the comics that isn't listed below, or an original power you think is cool, you can make your own. Use the powers already in the doc as a guideline for how much CP it should cost.

Omniglot (100 CP): Simply put, this is the power to speak and read every language. Any language you encounter, be it written, spoken, or otherwise is something you understand intuitively and can learn to communicate with almost instantly as long as you are physically capable of doing so. Note that this also includes body language, programming languages, secret codes, arcane secrets… With enough time you could learn to communicate with beings that lack an innate form of communication or create your own unique languages that can only be used by those you allow to learn.

Lucky (100 CP): You find that probability tends to bend in your favor when you're in danger. This ability scales with how much danger you're in, how fast your heart is beating, how much adrenaline is in your system, and the like. And how active you are: If someone is shooting at you, their gun is more likely to jam if you actively try to dodge their shot than if you just stand still and let them shoot. You also seem to have a mild form of precognitive reflexes, that is to say, you only dodge away from actual danger and never dodge into danger.

Superhuman Senses (100/200/400 CP): With this perk, your senses are unusually sharp. For 100 CP all of your mundane senses are at the peak of a member of your race, or perhaps even higher if they are already so sharp, with one, in particular, being well beyond that such as Wolverine's sense of smell or Hawkeye's unusually far and precise field of vision. For 200 CP you're much the same, but two of your senses are enhanced beyond the normal range to a greater degree than the 100-point version. Black Panther, for example, has smell and vision comparable to Wolverine and Hawkeye but can distinguish between more distinct smells and colors, more easily memorize distinct scents, and see into the ultraviolet spectrum. For 400 CP, each of your senses is comparable to the human known as Daredevil with the caveat that you still have fully functional vision and it is enhanced to the same degree. This includes his psionic senses, his radar and sonar.

Healing Factor (100/200/400/600/800 CP): You heal faster and more efficiently than others do. For 100 CP it's minor. Minor injuries heal three times faster while major injuries recover a level of scale faster, Ie something that would naturally heal in two months healing in two weeks, though particularly severe injuries may still require medical attention. For 200 CP you have proper regeneration, flesh wounds healing before your eyes, broken bones setting themselves, and so on though you may still need assistance to recover from severe nerve or organ damage. For 400 CP, you're closer to Wolverine or Deadpool. Not only could you regrow a severed limb or an organ within a day tops, but you can even live through injuries that *should* kill you before even you can heal. In extreme cases, you might even be able to live through being liquified and pull yourself back together or recover from a single cell. Unlike Deadpool, you don't have to worry about a bunch of your cast-off limbs and organs pulling together to make a new you. You no longer need medical attention to make a full recovery from any injury, and will always heal to the best possible physical condition you can be in. For 600 CP you're much the same, but your healing factor extends to mental and spiritual matters, being able to help you recover from severe trauma or uncover memory or push back against mental intrusion or spiritual corruption, though at a much-reduced rate compared to your physical body. Unlike Wade or Logan, you don't have to worry about losing large chunks of memory due to your power deciding that was the best way to cope with trauma. For 800 CP, you're virtually unkillable, able to regenerate from a single molecule though it may take up to a month to return to a functional state.

Fang and Claw (100 CP): You have exactly what it says on the tin. Your "fangs" are a weapon of last resort, only slightly sharper or harder than your teeth would otherwise be, but your claws, which can be from your hands, feet, or both, can carve through granite. They can be as short as an inch in length or as long as a foot, and can be retracted if necessary. Additionally, your bones have enhanced density.

Feral Gene (500/600 CP, upgrade variable): A genetic complex that interacts with the X-Gene, shaping the mutant's powers. This power counts as a package bundle of the 100 CP version of Superhuman Senses focused toward smell, the 600 CP version of Healing Factor, and the Fang and Claw power, the price is reduced for buying them together. You cannot purchase those powers separately if you purchase this one, though you can pay the price difference to upgrade individual aspects of it to a higher version. For an extra 100 CP, you have an adamantium skeleton and the claws to match.

Super Soldier (100/400 CP): You've been chemically enhanced in order to better serve a military purpose, or have a physiology similar to someone who has. For 100 CP you're akin to a Black Widow, being able to easily maintain yourself at a state of peak health and fitness in all physical regards while aging as gracefully as possible for your circumstances. For 400 CP, you're a match for Captain America, permanently kept at the greatest peaks of both physical and mental ability and blessed with eternal youth and immunity to all natural diseases and enough resistance to drugs and toxins that normally no amount of alcohol would be able to affect you… Though since you're paying CP for it you can still get drunk if you want to and only if you want to.

Nature-Talker (100 CP): Well, not literally. You have a psionic, empathetic, ability to commune with non-sapient organisms. You can direct feelings, intentions, and sometimes information to either flora or fauna and pick up the same in return. This can be purchased twice to gain the ability to commune with both flora and fauna.

Omnidexterity (100): You can use either hand equally well, and either foot is as dexterous as one of your hands. You also possess increased flexibility allowing you to use a foot/leg in place of a hand/arm, the strength and balance to support your weight with one or both arms, and you are perfectly comfortable using any limb for any purpose.

Non-Living Form (100/200/300 CP): You can transform your body into a living, organic version of a normally unliving substance such as ice, plasma, some type of metal, a gemstone, wood, or what have you. The exact properties of this form, as well as its pros and cons, are determined by the substance in question. For 100 CP the transformation is only skin deep, but for 200 it's full body. This will never inhibit your ability to move or function. If you purchased the Elemental or Green Thumb Power, you can purchase this at a discount in order to gain an appropriate form. For an extra 100 CP, this can include exotic or supernatural substances, something as durable as osmium-steel or adamantium, as versatile as vibranium or mysterium, or outright divine like Uru or adamantine.

Flight (100/200/300 CP): You can fly, Jumper. This isn't the only way to get flight in this jump, but for 100 CP you get it with no frills and can control the mechanics of it, levitation or wings, or anything else you can imagine. You start out at about 70 MPH on a casual flight and a couple hundred MPH when pressing yourself, but with time and effort could push it to a casual Mach 1 and in excess of Mach 4 when you press. If you *want* frills, and you chose to fly with wings, you can have them weaponized. Very flexible wings with some kind of cutting edge, for example, Archangel's techno-organic wings. This upgrade costs 100 CP and lets you shear through steel with ease. A separate 100 CP upgrade would let you start with a casual Mach 5 flight speed and eventually reach the point where you could go faster than light if you were in a vacuum.

Explodey (200 CP): You have the power to generate fiery explosions centered on yourself, with a radius of a few meters and power comparable to a conventional incendiary explosive. You're immune to the heat and force of your own explosions.

Cyberpathy (200 CP): Your brain combines the best features of an organic brain and a highly advanced supercomputer. This doesn't make you "smarter" per se, but it does mean that you can store and perfectly recall an infinite amount of information without it being distorted, process far more information from your senses than you otherwise could, perform strenuous mental tasks for longer, and think at far faster speeds—twenty times peak human at a minimum. The exact benefit scales up with your intellect and combines synergistically with any and every other mental enhancement you might possess.

Botanical Evolution (200 CP): Whenever you're injured, you heal back composed of plants fungi, algae or moss, lichens, or similar things adapted to resist that type of damage or otherwise create some small improvement. The faster you can heal, the faster this happens. The adaptions scale to what happened and are relatively minor to start, unless a significant portion of your body is destroyed you won't see more than negligible improvement from any one instance of this, but adaptations stack on top of each other and can snowball quickly: Over the course of billions of years the thresholder Grove became the living continent Okkara and when killed her remains regenerated into Krakoa and Arakko the living Islands. Rarely you may develop new abilities from this, like Krakoa's ability to control the properties of the plants and fungi it is composed of and alter their growth at will or its ability to feed on psychic energy. Since you're paying CP for this, you can revert from your botanical form and return to it at will and limit its size or how inhuman it becomes, if you aren't interested in being a kaiju or genius locus, and suppress any inconvenient adaptions until they're needed. Even if your entire nervous system is destroyed and replaced, you will still be you with full continuity of memory, personality, cognition, and existence, and your botanical form and its component organisms will contain your original self's biological information and all of

its traits. You can control the cosmetics of your botanical form, and adaptions are saved and automatically applied when other body parts are damaged.

Best of Both Kingdoms (100 CP, Required Botanical Evolution): Rather than have a separate Botanical Form, you have a single form that combines the best traits of your Botanical state and whatever you'd be without this power. You retain the ability to appear "normal" at will, but other than factors of size or deviations in body plan this is purely cosmetic with you retaining any adaptions you did not suppress and you can manifest aspects of one form while in the other at will.

Fireworks (200/300 CP): This is one of two powers. The first, for 200 CP, is the ability to generate small balls of plasma that explode with concussive force, ranging in size from marbles to beach balls. At the smallest size, they're virtually harmless, suitable for pranks, while at the maximum size, they can take out trees. The other, for 300 CP, lets you generate multicolored "sparks" of plasma that explode in more sparks. While seemingly harmless, their intensities vary and at full power a blast with this power could detonate matter at the subatomic level, releasing enough energy to obliterate everything for several meters. You can buy both powers, but each counts as a separate purchase when applying discounts.

Therianthrope (200/300 CP): Choose an animal. You can now shift between your normal form, the form of that animal, and a hybrid form that grants enhancements over your default form appropriate to the animal in question. For an extra 100 CP, you gain the ability to become a hivemind of five of your animal form as a fourth form.

Brick (200/300/400 CP): A pretty common power set, superhuman strength coupled with superhuman durability. For 200 points you can lift ten tons, shrug off small caliber gunfire at point-blank range, and withstand an explosion comparable to a frag grenade going off in your chest. You can pay an extra 100 CP to increase both your strength and toughness by a single order of magnitude, or an extra 200 to increase it by two orders of magnitude.

Champion of The Great Web (400 CP): You're a Spider-Totem. Specifically, your powers are akin to Peter Parker's. Superhuman strength sufficient to lift ten tons overhead and sustain that indefinitely and toughness and stamina to match, reflexes sharp enough that you can more or less fight on autopilot, agility and flexibility at least four times greater than the finest gymnasts, and perfect balance and equilibrium at all times no matter how you're oriented in regard to the force of gravity. Casual control of molecular bonds lets you form an unbreakable seal between your hands and feet, even though thin layers of material, and other surfaces to let you crawl or even walk on walls and ceilings. Finally, you possess a form of extrasensory perception, a combination of precognition and clairvoyance, that warns you of danger. For minor things, you aren't

really consciously aware of it, it's just a matter of reflexes, instinct, and intuition. You don't have to look both ways when crossing the street, you'll just know when it's safe to walk. For more pressing things, that require your active evasion, you'll be alerted by a tingling or tickling sensation at the back of your head and a general sense of where the danger is coming from and where to move to avoid it.

Chasm (200 CP, Requires Champion of the Great Web): You took a bath in some psyhcoreactive goo, and it had an interesting reaction to your powers. Your body can at-will emit sickly trails of vapourlike psychic energy, which solidify into a psychokinetic attack against anything that sets off your Spider-Sense. Additionally, you can form psychic tendrils that, when connected to someone, will drain the memories right out of their mind, giving you their knowledge and emotions at the cost of inflicting amnesia and psychological damage on the victim—Eddie Brock lost well over twenty years of character development in a few minutes—though this can presumably be repaired. Finally, you have a degree of psychic control over anything this matter is infused into.

Cosmic Power (400 CP): You wield the power of the cosmos, Jumper. Maybe you're the host of the Starbrand? Or you had an encounter with The Black Vortex and it didn't wear off like it's supposed to? Or an alien super-soldier treatment imbued you with the power of the sun? Or maybe you're just an unusually powerful Eternal? Regardless, the cosmic energy that saturates you is a very versatile power, able to do… Almost anything. At first, using it will be easiest in the form of energy blasts, flight, or protecting yourself in hostile environments but given enough time and practice there's virtually no limit to what you can do with it… Now, note, you're not… *that* powerful. A human with this power would start out on par with a typical Eternal in terms of the raw energy they have, though it can be made to increase slowly.

Force of Nature (400 CP): There are two versions of this power. Either you have control over all aspects of the weather, the power to fly by hoisting yourself aloft with the wind, and the ability to generate blasts of lightning from your hands, or else you would gain control over the elements of the earth, including magma, as well as plants and fungi. In either case, you have a connection to the biosphere that lets you sense the flow of life energy through a planet and anything on it within your area of control. You start with an area of effect roughly the size of a city block and can train it up to a large metropolitan area. This can be purchased twice to gain both versions of the power, but each counts as a separate power for the purposes of discounts.

Speedster (400 CP): You're fast, Jumper. Very fast. With this perk you can manipulate your momentum or personal time flow or something along those lines, allowing you to casually cruise along at supersonic speeds. Naturally, you have the enhanced perception, reaction time, stamina, metabolic efficiency, and durability—especially concerning tendons and ligaments—for those to work properly. With time and effort, you might be

able develop all sorts of cool tricks involving your speed or the effects that cause it. Eventually, you might even be able to run at relativistic speeds.

Master of Disguise (400 CP): You have psionic-metamorphic physiology. That is to say that your cells are highly mutable, responding to your thoughts to alter themselves or even move around in your body. This allows you to freely alter your bodily appearance on every level changing your apparent age, your physical sex, your skin hair and eye colors, height, build, apparent weight… The only hard limit is that your mass must stay roughly the same. You can also shape clothing from your biomass, but it's hit-and-miss. Some textures are harder to imitate than others, it can be hard to get buttons and zippers to look right, and a big poofy petticoat made of your own flesh will do nothing against the cold of a dark London night. Finally, you possess a form of ESP that allows you to subconsciously memorize even the finest details of someone's body allowing for perfect impersonations and a mastery of vocal mimicry that will let you perfectly replicate someone's voice and mannerisms after just a few lines of natural dialog.

Green Thumb (400/600 CP): You possess the powers of Florakinesis, the ability to control and manipulate plants, fungi, and related organisms. This includes inducing growth or altering their forms and properties to say, turn the grass beneath someone's feet into super strong tendrils to grapple them with or a sunflower into a fanged maw, or crafting weapons out of still-living hardwood. This is a pretty free-form power, the more you practice the more applications you'll find. Additionally, you receive sensory feedback based on what the plants and fungi perceive. While not sentient as we recognize it plants and fungi can pick up a surprising amount of information and exchange it across a symbiotic network of roots and mycelium that might as well be a nervous system and all of that is available to you… Which also allows communication with sentient plants that lack the power of conventional communication. Your range starts out relatively small, line of sight tops, but could eventually cap out large enough for you to synchronize with every bit of flora on a large jungle-island nation. For an Extra 200 CP, you can fire blasts of heat and kinetic energy from any bit of plant matter on your person. A purchase of this power discounts an appropriate purchase of Non-Living Form.

Bodily Control (400/600 CP): Like the Mutant En Sabah Nur or the Deviant Mutate Kro, you have perfect mental control of all of your bodily processes down to an absurd level. Not only does this give you effective eternal youth, but with your control of your body, you can reflexively purge your body of disease and toxins, harden yourself against harm and heal your own injuries. You can still be killed by violence, but the threshold for lethal wounds is much higher. Additionally, your flesh is malleable, allowing you to shape it like putty for a variety of disguises. However, for 400 CP you can only make

limited changes to your skeletal structure and cannot alter your mass. For 600 CP, however, neither is a problem and your control extends down to the molecular level. This will let you shrink, grow, stretch, reshape yourself, and even liquefy or pull apart like taffy. With practice, you may even be able to fashion blades or bludgeons that imitate stone or steel or temporarily rewrite your DNA to gain minor powers.

Optic Blasts (400/600 CP): Behold. You can fire beams of colored light and kinetic force from your eyes, with varying amounts of power in them. For 400 CP these blasts range from completely non-lethal to able to pulverize reinforced concrete. For 600 CP you can vary the width of the blast from a foot wide that goes for miles to a cone that can encompass a few acres, and your maximum output of energy is enough to shred an ordinary human to atoms at its narrowest or scrap a 2000s era standard model Sentinel in one go at its widest.

Hyperion (600 CP): An Eternal from another planet, in another Universe… Or rather, one of several. And recently, a duplicate was made by Mephisto for his own schemes. Hyperion is… Okay, not gonna be coy, he's one of Marvel's knock-offs of Superman. Able to fly at hypersonic speeds, strong enough to throw down with Thor, with vision so sharp he can see individual strands of DNA from miles off. Like the Eternals of Earth, he generates his own energy. Unlike them, he generates cosmic radiation which he can fire from his eyes in blasts that cap out at city-busting… though radiation-negating effects are to him as red sunlight and green kryptonite are to his inspiration. For 600 CP you can have all of that, warts and all.

Vengeance (600 CP): You've been bonded with a Spirit of Vengeance. Where they come from varies, some are demons, some are angels, some are fallen angels, and at least one was a human whose father made a deal with Mephisto… Wherever it came from, yours is pretty chill, content to just sit back and let you do your thing without forcing transformations on your or trying to take control of your body. When you invoke the spirit's power, you transform. Typically into a flaming skeleton though exact details vary. In this state, you can draw on the powers of hellfire, a supernatural flame that burns far hotter than anything that naturally occurs in the mortal world and needs no fuel to burn, instead consuming only what its wielder wills. While more than capable of doing the job of mortal fire against anything you blast it with, hellfire can also be shaped into constructs or infused into mundane items to give them an infernal kick. In particular, if you so choose, your hellfire can burn the very soul of someone it is inflicted against, leaving pain that never quite fades and grows far more intense the more they've sinned.

Speaking of sins, you can sense intuitively when someone has shed innocent blood or holds genuine malice in their heart. You can summon and manipulate chains for a wide

variety of purposes and can permanently bond to a single personal vehicle or animal companion that gains drastic enhancement from an infusion of Hellfire, commonly enhanced speed, self-sustenance or infinite fuel, and flight but sometimes more exotic properties like hellfire spewing weapons or a portal to Hell in the trunk. This vehicle or animal companion becomes Fiat Backed if it was not already, and can be imported into other items or companions as applicable. Finally, you possess the Penance Stare. If you can lock gaze with a being, and they possess a soul, you can force them to experience their sins from the perspective of their victims and burn the experience into their soul so that they may never forget. This automatically breaks them of any mental effect or condition that would prevent them from realizing the implications, and you can be as selective or all-encompassing as you desire, either burning them with as little as one sin or throwing every bit of physical, emotional, psychological, or spiritual harm they have ever inflicted on an undeserving person via any means at them all in a single instant.

Dragon (600 CP): You can turn into a dragon. Specifically, you are a western style dragon roughly the size of an elephant. Able to fly, with fangs, claws, and a spaded tail that each serve as deadly weapons. Your scales form an armor like ten-fold shields. Finally, you can exhale a mighty cone of fire that consumes not just normal matter but magic itself. In a magical realm like Otherworld, it may even eat through reality and cause temporary rifts back to the physical plane. Unlike Shogo Lee, you have full control of when you transform and aren't dependent on the ambient fairy magic of Otherworld.

Destiny (600 CP): You can see the future. Or, well, possible futures. You don't really control it, you just see the most probable potential future at all times in the back of your head. It's a little confusing at first but you catch on quickly. Over time your power will grow to show you more and more possible futures and the likelihood of each occurring, though these aren't prophecies, merely possibilities: Free will and random chance both exist, meaning that your predictions can be wrong, and even if you reach the point where you see all possible futures you won't know with 100% certainty which will come to pass until it happens. Not even your own actions are certain until you make your choice at the moment. And, of course, it is entirely within your power to change the futures you see, and even just seeing the most probable future is a major advantage. Unlike Irene Adler, this does not innately cost you your mundane vision.

Power Copying (600/700/800 CP): When you are in the presence of other superhumans, you can replicate their powers within yourself. For 600 CP your range is several meters and you're restricted to one "category" of superhumans, such as copying biological powers or technological enhancements. You start only being able to copy the one, but with practice will eventually reach the point where you can hold an arbitrary number of powers at a time. However, you can only hold power while the person you copied it from is in range. For an additional 100 CP, you can copy any power from any

type or origin. For a separate additional 100 CP, you intuitively and instinctively know how to use your copied powers and can synchronize them together with each other and your own abilities, as well as helping those you are copying the powers of to synchronize amongst each other.

Manifold (800 CP): This power could easily be confused for spatial manipulation or teleportation, but that's not quite right… You see, you're friends with the Universe. And you can communicate with the Universe. While this does allow for the sorts of abilities you would expect to see from a powerful space-warper, like teleporting yourself and others across cosmic distances, opening portals between two points in space, or folding space to contain or immobilize something, it also includes more subtle aspects like always knowing exactly where you are in the universe or turning invisible as well as more blatant things like being able to hold a miniature sun in the palm of your hand. This is an absurdly potent ability, but it has one hard limit: You're friends with the universe. This means that this power fails to work in *other* universes. By default this power treats the universe you start in during a given Jump, and any attached realms that are considered part of the same reality, as "your" universe but transportation to another universe or an unattached realm will leave you unable to access any of these abilities. Once your chain has ended, regardless of how it ends, this power will function in any universe that it has previously should you have some means of returning to them and, Post-Spark, treats the entire Omniverse as your Native Universe.

Gamma Powered (800/1000/1200/1400/1600 CP): Depending on your perspective, you're either very lucky or very unlucky. You're a hulk, a living engine of destruction and a living, self-sustaining reactor generating gamma radiation in the form of an Emanation, a mysterious third form of light that sits at the exact intersection of science and sorcery. Or at least, you have the power to become such a being. For 800 Points, when you transform your base level is on par with the "calm" state of the Hulk. That is to say, you can leap for miles, shrug off small-scale WMDs or superweapons, possess regeneration on par with the 400 CP version of the Healing Factor power, and casually lift hundreds of tons. In this state, you do not need food, water, or air and can… *somehow* speak audibly and be heard in a vacuum. You also, for lack of a better phrase, "think in math," that is to say you possess the skills of perception to make accurate guesses at the properties and dimensions of various structures and could, for example, figure out exactly how hard you need to punch a tank, from what angle, to break the tank without hurting the people inside in the time it takes you to see the tank and throw your punch… Though whether or not you can do those exact same calculations on paper is a different story. And that's just when you're calm. The angrier you get, the stronger you get, with the only practical limit being how angry you can get and remain functional.

For 1200 CP, however, your baseline power is closer to that possessed by Bruce Banner's "Green Scar" personality or Jen Walters after being empowered by a dying Celestial. In this state, when at your angriest, you could shatter entire planets. Please be careful. You can also emit bursts of gamma radiation to augment your physical blows or generate a blast comparable to a tactical nuclear weapon centered on yourself. This is just energy, not radioactive material, so it disperses quickly.

Regardless of which version you purchase, you can upgrade it. For 200 CP your gamma rays were augmented by primal kirbons, the tertiary form of cosmic rays, making you a Red Hulk. You can absorb just about any form of energy and store it within your body, consuming it to augment your already impressive strength or to release it all in one go in whatever form it was originally. Different forms of energy have their own "flavor" with more potent or exotic forms "tasting" better. Additionally, as you get angry a contained aura of heat and radiation will form around you growing more intense with your anger, burning or irradiating anything that makes contact with you. Or, for a separate 200 CP, you can gain abilities that Bruce Banner developed later in life after his powers had evolved considerably: The Devil Hulk's ability to control his limbs and organs, even making them move in ways they should not, when they are severed from him and reconstitute himself afterward, and the Starship Hulk's ability to fire focused beams of gamma radiation from his eyes. And of course, you're allowed to buy both.

Regardless of which version you possess or what upgrades you buy, you'll slowly but steadily grow stronger over time by absorbing ambient radiation and can speed this process up by being exposed to larger doses or grabbing a radioactive or radiation-charged object, or being, and draining it directly. Gamma rays by default, but Red Hulks can also absorb cosmic rays.

Telekinesis (CP Cost Variable): Mind over matter, an iconic power. For 200 CP you can lift solid objects, move them around, and throw them with great force using only your mind within a range of your line of sight. You start out small, maybe something with the mass and volume of a can of soda, but this ability scales up fast with practice, and with time you'll be able to levitate, blast cars off the road, juggle dozens of objects, or catch bullets as long as you know they're coming. For 400 CP you start with that level of skill and power as well as a range comparable to a small city and enough of a soft touch to manipulate liquids and gasses while retaining the ability to train your powers up to greater heights. For 600 CP you start with a range comparable to a major metropolitan area, and your control becomes precise enough to manipulate matter on a molecular level and manipulate energy. At this point, you may be able to pass yourself off as a minor reality warper by reshaping matter or else imitating other powers like falsifying superhuman strength or toughness with tactile telekinesis, or redirecting blasts of lighting, or starting fires by pumping energy into a substance while exciting

their molecules. With practice, you may be able to make solid constructs out of psychic energy. For 800 CP your range becomes akin to a small nation and you gain the ability to manipulate matter and energy at the atomic level. As an example of what you may be capable of, Charles Xavier was once murdered by a sniper's bullet to his brain, and the telekinetic Exodus brought him back to life by putting every single atom that used to be part of his head exactly where they were before he was shot. For 1000 CP, your maximum range is planetary, and your control of matter and energy reaches down to the smallest levels conceivable. At this level knowledge of quantum mechanics might help you get the most out of your powers.

Telepathy (CP Cost Variable): One of the most common powers among mutants, telepathy is the ability to extend your thoughts and feelings beyond yourself to interact with the world around you. For 200 CP, choose a single form of telepathy from the following: Traditional telepathic abilities such as mind reading or memory alteration, psychic constructs such Psi-Lock's blades which leave no physical damage but inflict numbness or phantom pain, technopathic traits like controlling or communicating remotely with electronics, empathic abilities like sensing or influencing the emotions of others, or psychic illusions that let you project images on empty space or influences the senses and perceptions of others. You possess that ability with a maximum range of line of sight. The effects you can produce are weak at the start but can be steadily expanded with time and training. For an additional 200 CP, you can purchase an additional form of telepathy, or upgrade your starting range in one form to the size of a small city while increasing the potency of the effects you can manage. An additional 200 CP on top of a previous upgrade to range and potency will expand your range to cover a significant portion of a continent and produce masterful effects on a large number of targets. Another 200 CP on top of that will give you a planetary range and allow you to affect every target in range. Upgrades to range apply only to a single application, but no matter how many upgrades or applications you possess it only counts as a single purpose for the sake of discounts. Purchasing all forms of telepathic abilities at the planetary scale is cut to a flat 2000 CP, however.

Elemental (CP Cost Variable): This is a pretty freeform power. Choose one of the following: Air, Darkness, Earth, Fire, Force, Light, or Water. For 200 CP you have a minor, specific version of the power. For example, someone with "Fire" might be able to fire blasts of plasma or heat rays while someone with "Force" might be able to charge objects with kinetic energy or create transparent force fields. You aren't limited to output, incidentally. You're just as capable of choosing to absorb it, its properties, or associated energies and then release it for a variety of purposes. Or instead of creating merely manipulating what is already present. For 400 CP, you get all three, or alternatively have only the one but with every possible form of that element and its

associated energies. For 600 CP, you can have both the whole element and all three means of using it.

By default, this power starts at a rather small scale, range of line of sight, blasts comparable to conventional artillery, absorbing small bits at a time, or shaping up to your own mass or volume in matter/energy, but it can be trained up with time and effort. Or you could just pay an extra 200 CP to scale your area of control up to the size of a small city, the potency of your blasts up to advanced modern siege weapons, or wide area demolitions. Or 400 to give yourself a range comparable to a small country and an output comparable to a "tactical" weapon of mass destruction with a comparable ability to absorb or manipulate. Or 600 CP to give yourself planetary range and potential energy output and/or corresponding ability to absorb or manipulate to match. Please don't freeze and/or immolate the Earth. Just because you can doesn't mean you should. Upgrades in this section are mutually exclusive, you cannot buy all three versions for stacking benefits.

For an extra 200 CP, you can gain the ability to generate any necessary "baggage" for your powers to work, like Oxygen or other gasses for a fire user. A separate Extra 200 CP will let you have a "hybrid" element, for example combining Earth and Fire to get Magma, which will also give you control over the appropriate forms of the base elements for free but to a lesser extent.

You can purchase more than one element, but each discrete element is a separate purchase for the sake of discounts.

Finally, for a flat 2500 CP, you can skip the bookkeeping and effectively gain every Element with a full suite of upgrades, plus the ability to generate, absorb and manipulate literally any kind of energy, including cosmic energy and the energy of other superhumans. You won't be able to use them all to that level immediately, when it comes to output and manipulation one or two will come more easily than others—Gabriel summers, on whom this power is based, tends to default to variations of heat and flame and sometimes lasers—but time and effort will let you reach that level with every form of every element and combination thereof and energy in general. This last option is mutually exclusive with any other purchase of this power.

A purchase of this power discounts an appropriate purchase of the Non-Living Form power.

Reality Manipulation (CP Cost Varies): The mother load. Some ground rules here. Each version here starts out relatively weak, for example, a magnetokinetic only being able to move small metal objects or a chaos magic user only being able to curse people

with bad luck. While more expensive versions will be slightly but noticeably more powerful to start, there are no upgrades that enhance your starting power. In exchange, however, every version of this power is completely unlimited in how it can grow. The Omega Level perk and its upgrade, or similar perks from other jumps, merely make that growth faster and easier. Even without such, it'll grow fast with any reasonable amount of effort or just regular use.

For 400 CP, you have control over but a single aspect of reality, one of the fundamental forces like Gravity or Electromagnetism, a similar force, or a relatively narrow concept like Probability.

For 600 CP, you have something much more encompassing, such as control over all four of the Fundamental Forces and their interactions or a broader concept like Time or Space.

For 800 CP, we finally reach the level of outright reality warping. However, you aren't manipulating reality directly, you have some vector. You could be like Proteus whose vast psionic power bends reality around him or Jamie Braddock who manipulates quantum mechanics. All reality warpers have a touch of magic to their abilities but maybe there's more than a touch to yours and your powers are mystical in nature like the Scarlet Witch's Chaos Magic or Wiccan's ability to grant his own wishes.

For 1200 CP, we reach the big leagues. Akin to the Molecule Man or Mad Jim Jaspers, you are controlling reality directly. Writing, editing, and erasing the base-most information of existence and directing its narratives. At this level, you would eventually be capable of almost anything including but not limited to altering history or the laws of physics or transforming yourself and others into animals or non-living objects while retaining your own, or their, sapience, intellect, functionality, and personhood. Or not, in the case of others. The only insurmountable limit for this power is that you need pre-existing matter and energy, that is to say, you need reality to manipulate.

You may purchase multiple versions of this power. They automatically combine in any situation where they overlap and count as a single purchase for the sake of discounts.

Finally, for 5000 CP you may have all of the above. Universal Reality Manipulation. Every possible form, to every level, simultaneously. This additionally comes with the power to create pocket dimensions which, with enough time, could scale to creating entire universes that can exist on their own without your upkeep. As you can effectively create your own reality you do not suffer the limitations of the 1200 version of this power. This is the power of Franklin Richards and additionally comes bundled with his cosmic power, psychic and energy control abilities, superhuman toughness, apparent

immortality, and superhuman imagination. Such abilities would not need to be acquired from purchasing other powers… Though you still can if this somehow isn't enough for you. This cannot be purchased with lesser versions of this power, as every conceivable version is already bundled in it.

Items

All of these items retain any upgrades you make to them or that you have made on your behalf. They can be freely merged or imported with each other or items from other jumps when applicable. If lost, stolen, or destroyed they will return to your warehouse or a property you own completely unharmed either the next morning or when you next need them, whichever comes first. Anything you could reasonably carry on your person can be summoned to you at a moment's notice.

Everyone gets three discounts for this section, which can be applied to any item. They work the same way as discounts from the Powers section.

Krakoan Construction (Free) For free, you can give your Warehouse, any Warehouse attachments, and any properties you have from this or any other Jumps the appearance of having been custom grown from Krakoan Flora.

Home (Free/200 CP): A domicile. A place to live. Anything from a house in the suburbs to a New York apartment to a personal Krakoan biome or anything else you can imagine. For free it's large enough for 1-4 people to live more than comfortably, all the papers are in your name, you own it outright, and all the utilities are paid on time. Additionally, some method or another will ensure that you never run out of groceries or essentials. For 200 CP you instead get a sprawling estate with a reasonably sized manor and a few other buildings capable of housing you and an arbitrary number of people in relative comfort with a variety of mundane amenities. Keep all your followers and companions in one spot or run a boarding school out of your home, it's your choice. Regardless of which version you chose, Post-Jump this home can either follow you to other worlds, appearing in some appropriate location, or be accessible in a pocket realm attached to your warehouse.

Internet Access (Free/200 CP): Choose one from a desktop, a laptop, a tablet, or a smartphone. You get one, top-of-the-line bleeding edge tech, customized to your heart's content, with infinitely secure and untraceable highspeed internet access, anti-malware security that purges any and all malicious code the moment it gets into your system, infinite data storage, any and every app you could want, an infinite internal energy supply and that instantly and automatically upgrades in both hardware and software to have all the best features for every available such device in any given world you are in

and any you have been to previously the literal second it's on the market(sans anything meant to trigger planned obsolescence or other 'trap' features) with intuitive instructions for how to use it. These devices will never overheat, can't be hacked, and are hardened against EMPs. You will always be able to access the internet from them and have access to the internet of previous worlds… Though until your chain ends, such access is read-only. For 200 CP, you get all four, and can wirelessly share data between them instantly no matter the distance, any upgrade to one will improve them all, and you can add any other personal computers, smart devices, or similar you acquire into the future into this network for all such benefits, including fiat-backing if the object wasn't already.

Free Cable (Free): Mister Sinister is a monster, but at least he was able to convince Mojo to hook Krakoa up with a premium cable package and streaming service for free. You have access to the best cable programming in your current world, can stream anything up for it, and stream any and all programming period from previous worlds.

Krakoan Costume Technology (100 CP): If you have any intention to be a superhero, you'll need a costume. This outfit can be summoned to your person at any time, storing anything you happen to be wearing at the time elsewhere, and can alter itself between several preprogrammed designs that you can preset at your leisure and customize slightly with a thought. The costume is made of Unstable Molecules, self-repairs, self-cleans, always feels light and comfortable, and protects any part of your body it covers as though it were advanced composite armor plating atop a kevlar/Nomex weave regardless of what material or materials it's designed to imitate or how thick or thin it is. And yes, you can have it set to look like one of the ridiculous outfits that Jumbo Carnation made for the Hellfire Galas.

Cool Sword (100 CP): Swords are cool, and the X of Swords tournament showed off some cool ones. With this, you can have a duplicate of one of the non-empowered swords or a custom sword of your own design. This is a mundane sword, but one of expert craftsmanship. For more potent swords, you'll need to look elsewhere, though a custom sword on par with a more powerful option below can be made by paying a similar price.

Krakoan Weapon (100 CP): This is a device made of Krakoan flora, a flexible prosthetic that slides over your arm to the shoulder. When inactive it does nothing to hamper your arm's functioning, but when activated it generates a bio-mechanical blaster around your fist, roughly on par with your standard laser cannon from most appearances.

Tome of the Magos Superior (200 CP): This book holds anything and everything Apocalypse and later Rictor discovered while trying to create Mutant Magic, and any and every other arcane secret they may have picked up in the process. With this tome, you'll have everything you need to establish your own coven of mutant sorcerers and figure out what you need to do to generate what spells.

Web-Shooters(200 CP, Free with Champion of The Great Web): A set of Spider-Man's web shooters with infinite web fluid. They automatically adjust to be a perfect fit for you and the web fluid can be switched to any of its various formulations with a thought. If you have the Chasm Power, then you get Chasm's web fluid variation which lets you shape your web fluid into weapons.

Grasscutter and Godkiller (200 CP): A pair of twin katanas, one flawed, and one perfect. Forged ages ago by an immortal blacksmith with no name who was approached independently by both Zeus and Amatsu-Mikoboshi during a conflict between the Olympians and the Amatsu-Kami. Each is an expertly forged sword, worthy of the gods, with Grasscuter being finer for its perfection, but otherwise seem to just be masterfully crafted swords.

Mutant Spirits (200 CP): Distilled spirits, that is. Krakoa's Hellfire Trading Company has maliciously abused having access to time manipulators to produce a variety of whiskeys and other spirits, aged to perfection in record time, both for domestic consumption and sale in countries that have elected to do business with the Mutant Nation. With this, you have a private storage cellar accessible from your warehouse or properties possessing an ever-full cask or keg of each vintage and a variety of alcohol produced by Krakoa before or during your time in this world, which can magically generate a bottle if you wish to use some for a formal event or gift some to someone. Each cask or keg is carefully labeled with any detail you could consider relevant, and the cellar is organized so you can always find what you're looking for.

Celestial Tech Tool (200 CP): The celestials possess some of the most advanced technology in the entire multiverse. This is only fair, given that they're many times older than the multiverse and possess intellects that transcend time and distort reality. Digression aside, even something as simple as a blacksmith's hammer could contain countless devices running countless functions to diagnose and repair or improve the thing the hammer is being struck with. You have one such tool or device of your own design.

Hallow's Eve (200 CP) A Halloween-themed villain who first showed up at Christmas… Anyway, these masks are imbued with the same magic behind her powers. By donning one, the user transforms into the monster it depicts. The Frankenstein's

Monster mask grants you superhuman strength and toughness but stunts your diction, making you a poor man's Hulk. The Werewolf mask transforms you into an anthropomorphic wolf with enhanced physical abilities and natural weapons, but you are not as strong as the Frankenstein mask. The Vampire mask gives you all of the typical strengths and weaknesses of an average vampire from this world.

The Marauder (200/400 CP): Captain Kate's personal, tricked-out luxury pirate yacht. For 200 CP you get a personal copy of the first version, which was a mundane sailing vessel capable of sailing anyone on Earth in record time plus an NPC crew to maintain and operate it for you and infinite fuel to make it work. For 400 CP, you get the second Marauder, which is a spaceship with Relativity-compensating FTL capabilities advanced enough that an Intergalactic Jaunt could be a casual trip or business as usual with the same extras.

Krakoan Medicine (200/400 CP): Pills that help the immune system fight off diseases and cancers, that cure and reverse organic mental illness and neurological degeneration, and that extend the average human lifespan by five years. And other, unspecified medicines, each of which could be the difference between a long and healthy life or an early grave. This is just what Krakoa bribes the humans with, "we'll give you this if you please stop trying to genocide us." For themselves, they have fungal poultices that rapidly mend flesh wounds and flora-based artificial skins that can be grafted to anyone if it's necessary, matching their skin tone and letting them function while their real skin grows back… Though it does somewhat resemble burn scars. And other miracles meant to diagnose and cure all sorts of maladies and injuries. For 200 CP you have access to a facility that can provide such care, or dispense necessary medications, to a handful of people at a time, everything automated and dosing directions provided. For 400 CP you have that and regenerating supplies of every single medication or treatment created by Krakoa before or during your time here, with instructions for use, so that if you had the staff you could treat hundreds of people at once.

Skybreaker (400 CP): One of the first tools to be forged from vibranium, by the first official King of Wakanda. Skybreaker is a shortsword whose blade is vibranium and whose handle is African blackwood wrapped in panther leather. An ancient superweapon, not only is the highly reflective blade virtually indestructible, but the vibranium's ability to store energy allows it to store and release it in the form of massive blasts of lightning. However, as an early work of vibranium, it's not safe to touch: prolonged contact with the blade degrades living organic matter, anything from withering to cancer. Non-living or non-organic matter, however, seems to be strengthened by contact. The real one is considered sacred, if anyone other than the king of Wakanda touches it without permission it's considered sacrilege, but this is just a copy.

Blackbird (400 CP): The Lockheed SR-71 Blackbird is an advanced long-range strategic reconnaissance aircraft capable of Mach 3 at an altitude of 85,000 feet. The X-Men's Blackbirds are that, scaled up to comfortably seat twelve and upgraded with the finest technology of the Shi'ar empire plus whatever else was conjured up by the mad genius of the mutant Technopath Forge. Known upgrades include advanced weapons systems, VTOL and orbital flight capabilities, holographic stealth enhancements that can render the aircraft virtually invisible, and integrated technology based on Cerebro that allows it to detect mutants though in general it can be assumed to have noticeable improvements all around. The X-Men proper have moved on to another custom jet, but there are still some Blackbirds around and you can't beat them for style. And yours needs no fuel and comes with a manual and a flight simulator so you and yours can safely learn to fly it.

Muramasa's Masterpieces (400 CP): There have been a number of blades that have carried the name of the infamous swordsmith, but this pair of twin katanas are his finest. Forged after the swordsmith was dragged bodily into Hell and forced to create a gift for a demonic wedding ceremony, Muramasa imbued the steel with a portion of his own soul and they were presumably tempered in hellfire. Not only is the craftsmanship impeccable, but the blades are durable and sharp enough to cut cleanly through true adamantium, and wounds inflicted by the blades cannot be healed by any means until the damaged flesh has been completely excised from the body.

Cerebro (400 CP): The latest models are advanced enough that the whole device is contained in a helmet that can be worn as everyday wear. Yours isn't part of the network on Krakoa, so it can't be used to store or access mental backups automatically, but if you're powerful enough and have some other means of storage you can still back up minds manually. Like all Cerebro units, yours can be used to detect the unique psionic signatures of mutants, and it drastically magnifies the range and potency of your psionics. Xavier, for example, was able to communicate with literally everyone on Earth telepathically and both notice that his daughter Xandra was being murdered and manually back up her mind from at least one galaxy away in the time between her psychic death scream and the moment she actually died.

Light of Galador (400 CP): A large sword composed of advanced technology and the metallic element plandanium, this artifact of the Galadorian Space-Knights can store and generate enough energy to power a space station and hold for sure terabytes and possibly even yottabytes worth of data… Has anyone seen ROM, lately?

Neutralizer(400 CP): Invented by Forge who created it by combining his own prototypes with tech reverse-engineered from the Galadorians, the Neutralizer is an

advanced pistol that suppresses the superhuman abilities of anyone shot with it effectively rendering them ordinary humans in all regards. Forge tried to destroy all traces of it once it was no longer needed but the design got out and one was prominently used by Mystique and Destiny to eliminate an existential threat to Krakoa for good. Yours has a knob on the side that, when twisted, will let you restore the powers of anyone depowered with this or similar technology. Does not work on non-humans.

Sentinels (600 CP): A stock of twenty of the latest model of classic "lumbering brute" Sentinels. Each self-maintains and self-repairs and is equipped with the standard suite of tools and weapons. Of particular note is that these have had every scrap of their flawed, anti-mutant code purged and replaced with a robust code that prevents them from falling down the sorts of leaps in logic that lead periodically to them trying to kill or enslave all humans. They can learn and follow orders but lack true sapience, being merely intelligent enough to read the intent of your orders. Rather than kill all mutants or protect humans from mutants, their primary objective is to serve you loyally and obey your orders to both the letter and spirit. They will never betray, disobey or rebel against you. They count as fiat-backed followers if that is at all relevant.

Old Money (600 CP): You're rich, Jumper. Not just rich, but wealthy. How wealthy? Comic Book Wealthy. Wealthy enough to live comfortably while maintaining a manor house-turned-boarding school that covers any reasonable need of hundreds of students, gifting generously to charity, putting money towards investments that will take years to pay off or that will only have value in niche scenarios, and making a number of downright absurd purchases like say, repairing or replacing multiple heavy customized private military aircraft a month. In practice, you have virtually infinite money in a network of secure bank accounts and a self-maintaining collection of stocks and bonds, which you can access in any form from dollars to pounds to yen to… ugh, *crypto* if it's the only thing someone will take. You'll never crash the economy unless you're actively trying to, all the money is legal, and as a bonus, your financials and tax returns handle themselves with no discrepancies, and any and all income you have from other sources can be added to these bank accounts.

Captain Jumper (600 CP): Traditionally, when someone becomes Captain Britain they are presented with two artifacts: The Amulet of Right which represents reason and the Sword of Might which represents violence. They are then told to choose one. This is a test, to see if they are worthy of the mystical power of Captain Britain. It's commonly assumed that choosing violence over reason is a failure, but in truth, it is more your reasoning for the choice rather than what you chose that determines your worthiness of the power, as violence sometimes is a valid path. If worthy, either artifact will grant you the powers of Captain Britain, a source of mystical energy that grants one the powers of flight, superhuman strength and toughness, and a handful of miscellaneous abilities.

The amulet can be easily worn on one's person for ease of access, while the sword has the benefit of being a magic sword. Captains Britain can have slight variations in their power based on which artifact they chose and tend toward different trends in their uniforms. Or you could choose the Starlight Sword, forged at the heart of Otherworld to replace the Amulet of Right after its destruction. It seemingly grants all the powers of the Amulet but is a sword. Regardless of which artifact you choose, since you're paying CP for it you're automatically worthy and are the arbiter of whether or not someone else is.

Future Arsenal (600 CP): Cable is a time traveler who likes guns. This is a wide collection of firearms composed of highly advanced technology varying in capacity from equivocal to modern weapons to essentially a man-portable tactical WMD.

Power Prism (600 CP): One of several crystals from a variety of sources, including other timelines, which may or may not be sentient in their own right. The Power Prism generates and allows one to control a form of rainbow-colored light energy. Not only can this be used for energy blasts, force fields, and solid constructs of all kinds, but it also protects you from the rigors of space travel and lets you become intangible… Look, the whole point of the Squadron Supreme is that they're knockoffs of the JLA.

SWORD Station (800 CP): An orbital space station designed to monitor the Sol system, prepare for and warn about extraterrestrial threats, and deploy forces in the event of an emergency in the system planetside or otherwise. Made of advanced technology, to begin with, this baby has been upgraded with organic technology derived from Krakoan flora. While it does have a decent stock of weapons for both personal use and external use to deal with attacks on the station, all such things are primarily defensive in nature. This purchase comes with an NPC crew to run and maintain the station for you.

Private Island (800 CP): Krakoa itself has been cloned and reproduced and now you have your own personal mini-Krakoa. As a bonus, your Benefactor will cover the bare minimum psychic energy to keep it alive and healthy. Your Krakoa junior is rather on the small side by private island standards but will grow over time as it feeds on the ambient psychic energy of any beings living on it. Yours has all the potential benefits of Krakoan flora, is more than accommodating, and will let you establish Krakoan Gates of your own wherever you want, with all your properties having one for free. Any gates placed on a fiat-baked location or property are permanent but anything else becomes inaccessible until post-chain. You may optionally have an island derived from Arakko instead.

Mysterium Reserve (800 CP): Created by SWORD on behalf of Krakoa, Mysterium is a miracle meta-material composed of the purest of primal Kirbons stolen from the White Hot Room. Its very existence breaks "some laws. Cosmic ones" and the mutants made it mostly because they *could*. Its properties are paradoxical: As strong as industrial (secondary) adamantium, but much more easily shaped. It doesn't conduct heat at all and is proof against radiation, but conducts electricity and magic better than vibranium does… While also having anti-magic properties. Currently, the galactic credit is backed by Mysterium reserves gifted by SWORD to various space empires, after the previously fiat-backed credit became worthless after the end of the Kree-Skrull War caused the mother of all economic crashes. With this purchase, you have a crate containing as many ingots of mysterium as you require at any given point in time.

Companions

Post-Humans can be either Human or Sentinel for the purposes of this section but not both.

Create/Import (100 CP): For a flat 100 CP, you can create whole cloth up to eight companions or grant up to eight companions that you already have perks, powers, or items from this world. Or a mixture of both. Each such companion gets a Race, an Origin, 700 CP to spend, and can take any personal scale drawback for more points.

Canon Companion (Free): If you tell a character from this world about your nature and can convince them to come with you, your Benefactor will let them come along and provide fiat backing for their abilities for free.

Spider-Girl (200 CP, Discounted to Deviants): Gwen Warren isn't a Deviant, but the Deviants can sympathize with the sense of alienation she must feel. A creation of Miles "The Jackal" Warren, Gwen is a hybrid of baseline human, mutant, and arachnid whose unique genome was knitted together from the genes of Gwen Stacy, Scott Summers, and either Peter Parker or an actual spider. Gwen has the power to transform into a giant spider with eight humanlike eyes that each has an optic blast comparable to those of Scott Summers but is susceptible to sudden changes in air pressure. As she was born as a fully formed adult with the mind of a newborn infant but as of this era is fully functional as a person it can be inferred that she has enhanced learning and mental adaption abilities. Despite having mutant genes, she can't quite be called a mutant and was expelled from the Xavier School for… some reason, leaving her feeling unwanted and unwelcome.

The Champions (400 CP, discounted to Humans): A team consisting of Ms. Marvel(Kamala), Spider-Man(Miles), Viv Vision, Ironheart, and Nova(Sam). These

young crime fighters banded together to try and make more of a difference in the world and deal with all the problems affecting young people. With this purchase, you're guaranteed to have a favorable first meeting with them, and should you talk them into joining you not only all of their powers but their equipment as well will be granted fiat-backing. However, they'll count as a single companion going forward, meaning they'll only take up one import slot but have to share everything between them.

Children of The Atom (400 CP, discounted to Mutants): A group of alienated teens who identify with the plight of Mutants: Cyclops-Lass, Daycrawler, Marvel Guy, Cherubim, and Gimmick use technology salvaged from an alien mining vessel to imitate the powers of their favorite X-Men. Despite appearances, only Gimmick is an actual Mutant with some vaguely defined metamorphic ability, the others are human. With this purchase, you're guaranteed a favorable first meeting and if you can convince them to come with you their abilities and equipment are fiat-backed, though as with the Champions, they're a group companion.

The Hex (600 CP, discounted to Eternals): Most Eternals look at least superficially human, but these six sisters are towering, monstrous beings without faces, each encased in hermetically sealed armor equipped with weapons of Celestial design with power over one of the Six Elements recognized by Eternals: Fire, Air, Water, Earth, Nature, and Magic. Phoebe Reginax, Rheaka Centaurus, Syne the Memotaur, Teytrona 3000, The Themex, and Teiaka the Harpisucs are more like forces of nature or weapons of mass destruction than empowered people and are treated as such, residing in the Armory of Uranos when not in use. They're loyal to whoever has the key, but have a personality like a teenager—Syne was psychically browsing the internet and trying to make friends with someone she met on a poetry forum at the same time she was following orders to burn down Krakoa. With this purchase, the key to their loyalty is out of the hands of people who treat them like tools and into yours, their abilities fiat-backed, with an extradimensional facility a bit more comfortable than the Armory to live in when they aren't active. Though, again, they're a group companion.

Mother Mold (600 CP, discounted to Sentinels): A Mother Mold is a massive robotic head, that serves as, essentially, a Master Mold that makes other Master Molds. Unlike a typical Master Mold, which can only produce preprogrammed designs with limited means of adapting, a Mother Mold can innovate, even theoretically creating an improved version of itself. While counting as a companion, Mother Mold and its creations have the same reworked code as the Sentinel Followers in the Items section. While all the technology Mother Mold produces is fiat-backed, only Mother Mold herself is a Fiat Backed companion, other Sentinels she or her creations produce won't respawn if destroyed. In the case that Mother Mold creates an improved version of herself, her AI will immediately transfer to the improved Mother Mold, which becomes the

Companion, the rest becoming inert tech that can be salvaged. She won't mind and might do it herself if you don't. Mother and her creations will be provided with enough raw materials to maintain a reasonable rate of Sentinel production.

Scenarios

Each of these Scenarios can be taken together as long as you think you can handle it and meet any stated prerequisites, though depending on your choices you may have to come up with an explanation for how the events still came to pass.

Actively preventing a Scenario before it begins is permissible but gets you nothing.

Alien Plants vs Mutant Zombies

One of the greatest regrets of Wanda Maximoff, the Scarlet Witch, was when in a moment of anger after being manipulated one too many times while already in a fragile state, she stripped the majority of the world's mutants of their power simply to hurt Magneto. She tried to fix it, once her lucidity returned, but each such attempt failed. Eventually, Doctor Strange gave her the advice that if she can't unring the bell, she should ring a bigger one instead. So, in an act of penance, Wanda combined a root from the Yggdrasil to act as a connection between the realms of the living and dead, the tri-crown of the Chaos Godhead which can pervert the laws of nature, and the eye of Alak-Rah the Void Spider who can weave life from blood, to create a magic staff with which to channel her powers to resurrect the sixteen million mutants murdered by Sentinels on the Island of Genosha. It proceeded to go horribly wrong. Doctor Strange said she should have known better, but no explanation was given for what *exactly* caused all sixteen million mutants to rise as flesh-eating zombies.

Strange helped Wanda modify the spell so that it would naturally degrade over time and so that the zombies could not escape the Island which would have been the end of it had the Cotati not landed on Genosha when they invaded just one day before the spell was set to end and conversely the Krakoans not come to investigate. And then Hordeculture, a group of elderly woman scientists and eco-terrorists got involved as well.

You can't describe the events that followed without using the word "cluster."

A bit of a threat breakdown: First are the zombies. They're your standard infectious undead shamblers with a craving for the flesh of living sapient beings. However, they all retain their sapience and personalities from life. This makes them dangerous because they can think, but it also means they can be reasoned with: the Undead Explodey Boy offered to help the X-Men against the Cotati in exchange for permission to eat some of

Multiple Man's dupes that were already dead, and after learning that Explodey Boy had already been resurrected on Krakoa and thus, that the zombified bodies weren't the "real" person wished his living counterpart a good life and then sacrificed himself to take out a zombified Cotati super weapon. Next is The Cotati themselves, sapient botanical beings from Hala, the home world they shared with the Kree. Originally peaceful, they've been radicalized recently by the senseless deaths of an ancient sect living on Earth caused by poor communication and corporate greed and are now fanatics attempting to exterminate all animal life in the universe… And they have weapons made from Watcher technology. Finally, Hordeculture themselves, while opposed to the Cotati, are not allied to the mutants or other humans, caring only about the environment. They have advanced technology, including mind-control pheromones. However, there are only a couple of them.

Not to mention the staff itself, which on contact drove Illyana Rasputina's demon side out of control and made her go mad as the "Zombie Queen."

Your goal here is simple, help keep things under control until the spell animating the zombies ends, which will be in… About a day. This is where this scenario deviates from the official history: In the canon events of the story, the staff fell apart in Magick's hands just after the spell ran out, truncating the threat of the Zombie Queen. Here, upon laying hands on it Illyana's own demonic powers and mastery of both light and dark magic will react to the staff and catalyze, stabilizing it and allowing it to persist beyond the spell it was meant to fuel. You must disarm Magick, or knock some sense into her before the Zombie Queen can escape and make this planet-wide alien invasion a whole lot worse.

Reward: For helping in containing the threat of the alien plants, mutant zombies, and old ladies, your reward is that you may keep the **Staff of The Zombie Queen**.

The staff is a source of potent, albeit mostly dark and chaotic, magical energy. Additionally, it serves as a very potent focus for any mystical or energy-based powers associated with life, death, or chaos, and additionally will provide a general enhancement to the abilities of any undead or demonic wielders.

Firebird Free-For-All

The Phoenix Force has returned to Earth, looking for a new host. But, this time, she wants something new. Nesting across from Avengers Mountain—the body of the Progenitor, in which the Avengers are living—it summoned a host of heroes and villains to the White Hot Room, its personal realm. Captain America, Black Panther, She-Hulk. American Eagle. Black Knight Doctor Doom, Echo, Howard the Duck. Luke Cage,

Namor, Man-Thing. Moon Girl and Devil Dinosaur. The Orb, Red Widow, Shang-Chi. Shanna the She-Devil and Zabu. Hyperion and Nighthawk. Valkyrie and Wolverine.

And then, it would take two of them, imbue each of them with a small shard of its powers and then fight on some random location on Earth, the loser being disqualified in a tournament meant to find a new host. The winner, however, is not necessarily the new host. The new host is whoever most impresses the Phoenix Force—Echo was disqualified but was still chosen as the new Host.

…But if you take this scenario, that ordered tournament goes out the window because the Phoenix Force will drag you into this mess, and with an odd number of contestants the only fair way to evaluate the worthiness of the hosts is for a massive free for all in the White Hot Room.

Your goal? Show off what you've got, how well you can use your shard of the Pheonix while eliminating the other competitors before they can show off how well they use theirs. And don't think that having Grey genes will help you with that, the Phoenix will take it into account when evaluating your performance. She wants something new, after all.

Reward: For impressing the great firebird, you receive a great power. You are Life. You are Fire. Now and forever, you. Are. **Phoenix**!

As the one and only host of the Phoenix Force, you have an almost unrestricted level of access to its raw powers. Most obviously are its powers of cosmic pyrokinesis—the ability to generate flames and plasma that require no fuel and burn only what you will, which can be shaped into solid constructs if need be, as well as its near limitless psychic powers—telepathy and telekinesis at cosmic ranges and molecular precision—but more importantly, is the Pheonix's powers as the engine of Creation and Destruction, it's fires are the Flames of Life and Death, and it is by the Pheonix's will that life evolves or becomes stagnant. At a bare minimum, you can generate and manipulate life force and, if your rate of generation isn't enough, you can even tap reserves of it reserved for future generations through… This does mean that future generations may be smaller than they otherwise would have been. And any and all powers you possess tied to life, fire, psychic powers, creation, death, or destruction are enhanced drastically to at least equal the powers of the Phoenix.

As you grow more comfortable and experienced in using these powers their potency will grow. A fully realized Phoenix host is effectively a psionic reality warper. You're a particularly stable host: You will never become Dark Phoenix… though eventually you may merge fully with the Phoenix and become White Phoenix of The Crown.

Note: The Avengers will probably want to keep an eye on you after this, and you'll probably get tangled up in their business with time-traveling and reality-bending Mephisto-plots and dimension-hopping great evils.

X of Swords

This scenario requires you to have a distinctive sword, from this or another Jump.

When Okkara was split into Krakoa and Arakko by the forces of Amenth, all but one, their King, remained behind. Because you see, the mutant known as Apocalypse was thought to be too weak to fight against the forces of the Hell-Realm. Before his subjects, his friends, and his family disappeared into the demonic realm, his beloved wife Genesis gave him a message: Amenth will return, and he needed to make sure the people of Earth 616 were strong enough even if he had to kill anyone who wasn't. En Sabah Nur had always been a bit of a social Darwinist, a bit rough around the edges, due to his upbringing and youth in Egypt, but was still rather heroic and progressive by the standards of the Bronze Age. This incident is what led to him becoming a monster.

In the Krakoan Age, using Mutant Magic and a piece of Arakko that had escaped back into the material world, he was able to create a gateway that would allow one to traverse across Otherworld and reach the hellish realm of Amenth and set across with dreams of reuniting with his lost family but… In the interim, they had grown bitter, convinced that he'd betrayed them, grown soft and weak, and Genesis had become the host of Annihilation, an Elder God in the form of a helm who ruled the Realm and controlled its demonic forces. Things went sour, the mutant Rockslide was killed, and Earth 616 was almost overrun by demons with the forces of Arakko leading the charge.

Instead of doing her job and stopping this, the Omniversal Majestrix Opal Luna Saturnyne, ruler of the Starlight Citadel, and thus Otherworld, intervened with a prophecy that forced a tournament between the two, with champions from each side, each with a distinctive sword or pair of swords. Why? Dislike of the current Captain Britain Betsy Braddock and frustration that former Captain Britain Brian Braddock would rather remain faithful to the mother of his child than make love to a sociopath like Saturnyne. The entire thing, it seems, was a scheme to kill Betsy Braddock and recreate the Captain Britain Crops with a spell to gain herself a harem of alternate Brians.

In the official history, Saturnyne's scheme failed on both accounts, all she did was recreate the Captains Britain as an interdimensional Legion of Betsys.

However, she was smug about the whole thing and blatantly cheated in favor of Amenth until the literal last second when she made a ruling that made the final score irrelevant and the whole thing relied on a duel between Apocalypse and Annihilation. Amenth sure of their victory attempted to preemptively invade Earth 616 and would have succeeded if the X-Men had not, in violation of direct orders from the government of Krakoa, counter-invaded Otherworld which bought Apocalypse time to take Genesis's place as host of Annihilation and through sheer will reforge it into a staff that he could use to rule Amenth without being controlled, allowing him to surrender the duel on Annihilation's behalf, winning the tournament for Krakoa.

Saturnyne, having only given Cable a hint in her capacity as the person who maintains peace across the omniverse and thus should have made this whole mess not happen in the first place, then demanded an exchange of hostages. Thinking quickly, Apocalypse used his unique position to exchange himself for Arakko itself, freeing most of the Arakkii from their hellish imprisonment while he and his long-lost wife returned to a gilded cage in Amenth.

However, there's a bit of a loophole in the tournament. Each realm was told to collect ten swords to form their team… But one pair of blades were wielded by one swordsman, meaning that Krakoa only had nine champions to Amenth's ten.

So, when Krakoa's Champions are standing upon their magic circle to be taken to Saturnyne's tournament grounds, you'll take up your own sword and jump in at the last minute, to join them as Krakoa's Tenth Champion.

Saturnyne will be angry, but the forces of Amenth themself will argue your case: The first event of the Tournament is a decadent dinner for both teams to get to know each other, and Amenth is certain of this victory to the point that they don't believe they need a numbers advantage. If anything, another challenger will simply further their claims of superiority or so they think. With nothing she can do without showing her hand and both teams with reason to argue for your participation, she has no choice but to permit it and already her plans are derailed as she has to re-rig the brackets to account for your presence.

As an aside, as one of the courses of the dinner consists entirely of organisms who were the last living member of their species, one course is implied to be sapient, and the main course was roast unicorn you should *probably* try to smuggle food that isn't blatantly evil in with you if you can't stomach such things and don't want to go without eating the night before a competition.

Next: The first challenge of the Tournament was also Saturnyne's attempt to both murder Betsy and acquire an ingredient for her ritual to recreate the Captain Britain corps. A duel between Betsy and Isca the Unbeaten, a Mutant whose power is to always win. In the official history, Isca got the upper hand and Betsy suddenly shattered. However, there are flaws in Isca's power. It overrides her free will: if there is no possible way she can win she'll be compelled to join with those who would defeat her. It seems to have no effect at all if she would lose no matter what she did. And she can lose if she would achieve victory in defeat. You must, without Saturnyne catching on, find some way to disable Isca's power or take advantage of these flaws so that she never gains an advantage over Betsy in their duel and so that Saturnyne can not use her apparent victory to shatter Betsy and collect her shards for use in her ritual. It's not as simple as saying "the first person to lose wins" during the dinner, Saturnyne would catch that.

Trying to counteract Saturnyne's cheating in other challenges is permissible if risky, but not required: unless you screw up significantly, the tournament will still come down to a duel with Apocalypse and Annihilation while Saturnyne attempts her ritual, compensating for the loss of her preferred ingredients. As long as you have not been killed or disqualified, however, the combination of your extra-dimensional nature and the less-than-perfect ritual will mean that not only will Satunryne create a Captain Britain corps composed entirely of alternate universe Betsy Braddocks, but a second corps with arrive as well: The Captain Jumper corps.

One alternate universe version of you, each at least your equal in power and skill with comparable equipment, from each and every version of the Marvel Universe and its related realities. As well as a duplicate of yourself, at the end of your previous jump as if you had elected to stay, and a version from every possible alternate reality of that setting, and so on and so forth. Only your original reality is exempted since you are always the "you" from that reality.

With the Captain Britain Corps, the Captain Jumper Corps, the hundred or so X-Men who arrived, and the Champions already present, the attempted invasion of Earth 616 by Amenth is doomed to failure. Barring some kind of wild card, Apocalypse will defeat Annihilation as he did in the official history but Krakoa's much stronger position compared to the official history means that you, might, be able to force Saturnyne into making a different call at the end.

The final hurdle of this scenario comes down to your choices in this and other Jumps. What you've bought for yourself, what you've earned when in the world proper, your skill, your equipment… Saturnyne could have easily shut down Amenth's invasion.

You need to look her in the eye when she makes her demands about an exchange of hostages and tell her “no.” You need to call her out on her lying, her cheating, her scheming, and the dereliction of her duties, and you need to dictate terms to her.

There will be no exchange of hostages. Amenth will surrender Arakko and all of the Arakkii, barring the handful who may wish to remain of their own free will if they can freely provide informed consent to such. They will also return all territory in Otherworld that they have claimed for themselves to its rightful owners. Annihilation, trapped forever more as an inanimate object, will be sealed in a casket and buried in the heart of its own realm, all the demons of Amenth will return there for forever and day, and all ways in and out through Otherworld will be sealed permanently in punishment for their countless unprovoked acts of aggression against other realms.

If an army of you is big enough and powerful enough that Saturnyne will not consider warring with you and your allies but will instead use her power and authority to enforce your terms, you complete the scenario and have earned your reward.

Reward: First and foremost, you keep the **Captain Jumper Corps**. They’re not quite followers or companions per se, but you are their leader, will be able to converse with your alternates, and draw upon them, their knowledge, and their resources when you have the need to. In each future Jump, the corps will expand with counterparts of yourself from every reality in the local multiverse as well as a version of you who elected to stay in your previous Jump.

Second, you can’t be the leader of the Captain Jumper corps if you aren’t Captain Jumper. You gain your preferred version of the **Captain Jumper** item from the Items section for free or a full refund on its price which can immediately be respent elsewhere if you already have it. As does every single member of the corps. Furthermore, once per Jump, you get a version of each, the Amulet of Right, the Sword of Might, and the Starlight Sword that you can pass onto others to induct them into the corps, with parallel versions of those individuals making their way into the corps as well.

Finally, the Captain Jumper corps needs a base of operations, so you get your own personal miniature Otherworld complete with a copy of the **Starlight Citadel**. From here you can summon and make contact with other Captain Jumpers, use it as your own domicile, and travel the omniverse. During the Chain, you’re limited to your current “local” multiverse but post-chain it can be used to quickly and easily revisit the worlds of your previous Jumps(or your homeworld, if you settled elsewhere) and facilitate travel to new realms entirely if you earned your Spark.

Outlawed

This scenario requires your In-Universe identity to be 21 or younger, or at least the physical equivalent.

Sometime after the War of The Realms, The Roxxon Energy Corporation sent a paramilitary strike team and also a literal dragon to go and assassinate a teen activist who was speaking out against their blatantly criminal acts, like their active sabotage of green energy and the time they openly sold out the entire human race to the Dark Elves, while the activist was giving a speech at a school. The Champions intervened, but some sort of reaction between Viv Vision's powers and those of the dragon caused an explosion and Kamala Khan in her civilian identity to get close to and better protect the activist was injured by the rubble.

Rather than blame it on Roxxon, people blamed the Champions. At Roxxon's manipulation, a well-meaning but ignorant senator argued in favor of a bill that, using a bunch of misleading, exaggerated, or outright bigoted logic that boiled down to "teenagers are too stupid to do things right, so we should treat them like children even though we expect them to act like adults" that would outlaw any and all "costumed adventuring" by people age 21 or younger, to be enforced by the Corporate Paramilitary organization CRADLE who would be given broad authority to enforce the law.

...Despite the fact that it was blatantly the same as the Superhuman Registration Act, which had been previously overturned as unconstitutional, despite blatantly discriminatory intent, implications, and implementation, despite the fact that it violated a supreme court ruling and several clauses of the United States Constitution, "Kamala's Law" passed over the protests of literally everyone who was called to testify before congress on its implementation. CRADLE immediately tried to arrest a bunch of children for things that weren't crimes when they did it.

While there was a clause excepting any underage heroes who were on a team with at least one adult member or who were registered with pre-approved adult hero mentors, that didn't stop dozens of teenage or younger heroes from being forced to go on the run or being dragged away to reeducation centers were they were drugged, tortured, and brainwashed and several lawmakers nationwide used Kamala's Law as precedent for other laws that stripped minors of their rights.

Eventually, the Champions were able to publicly expose CRADLE's dirty laundry: That they were just shills for Roxxon who were using the law to crush people who spoke out against them, which got the enforcement of the law suspended, and then by applying to Roxxon's Internship Programs were able to hijack their own propaganda programs,

which they used to eliminate the artificially inflated public support for the law, convincing congress to vote to rescind it entirely.

Your mission, should you choose to accept it, is to publicly humiliate CRADLE and anyone who supports them during the period of time the law is active.

Fight crime and super crime openly without any sign of an adult mentor or team member. When CRADLE tries to arrest you, outsmart them, outfight them, dominate them in combat, style all over them. And while you're at it, see if you can get evidence of them breaking the law themselves. It shouldn't be hard, given that they openly brag about not needing a warrant when they barge into and demand to search shops that teen heroes are suspected of visiting in their civilian identities.

If you've got the skills, you could maybe even do something crazy like live-streaming yourself breaking into one of their reeducation centers in order to expose the conditions inside, free the prisoners, and get video footage of yourself making a fool of CRADLE and their implicitly brainwashed superhuman enforcers.

You don't have to singlehandedly get the law overturned, just play CRADLE like a fool and demolish the idea that this was for the good of the children.

Reward: For helping to expose the inherent corruption and hypocrisy in Kamala's Law and humiliating the people trying to enforce it, you get the perk **Wings of Rebellion**.

In short, you'll never face legal or social consequences for breaking the law unless those consequences would be just. Murder someone in cold blood and you're getting your rightful sentence if you get caught, but if you are in a situation where you have to use violence to protect yourself or others, you'll never face charges for it. If a law would unfairly restrict or regulate your own freedoms, you can openly flaunt it and people will just… Not think to enforce it against you, unless people get hurt because of your actions, and even then you'll only get charged for hurting others, not actually defying the unjust law.

When you speak out against unjust laws or policies it resonates with others with protests and rebellions against such things rising up wherever you go if you so will it and lawmakers with even a scrap of reason or good faith will strongly reconsider their stances at your argument. This, of course, does not affect people who are passing unjust laws deliberately or those who benefit from such but if worst comes to worst you won't face any legal consequences for anything you do to stop them by force as long as no innocents get caught in the crossfire.

King in Black

God is Coming. Specifically, Knull, Primordial Elder God of The Void, God of the Symbiotes, the King in Black. Luckily for the people of Earth, there are things here that he wants so he isn't just going to have his Symbiote-Dragons engulf the planet and strip it of life as he did with every planet he encountered on his way here. The bad news is that he grabbed an entire host of Celestials and infected them with Symbiote mass on his way here so there's that to deal with. He'll get here on the night before Christmas.

While the bulk of his forces are in New York, his dragons or other manifestations of his power are present all over the world and upon taking over several Mutant heroes who responded to the brunt of his attack he made Krakoa a priority so that he could use mutant DNA to make stronger symbiotes going forward, after culling any Mutants he didn't care for.

This scenario is rather open-ended. All you have to do is make a significant contribution to Knull's defeat. You could head to New York to help protect the civilians or fight Knull's forces directly, hang back on Krakoa or the Point with SWORD to help out when a Knullified Cable leads Knull's invasion of Krakoan territory. Or you could head to Hong Kong, Wakanda, or someone somewhere else not covered in the events. Just make a major contribution and don't get possessed yourself. Assuming you don't screw up or go out of your way to derail it, the invasion will be resolved as it was in the official timeline and you'll get your reward.

…If, on the other hand, your actions *somehow* result in Eddie Brock failing to become Captain Universe and defeat the King in Black… Well, I hope you can take Knull because the responsibility for beating him falls on your shoulders: You aren't getting your reward until he's dead. So… Try not to do that.

Reward: Sometime after Knull's defeat, as you're going about your day, you'll come across a bit of residue left over from one of his symbiote dragons or other minions. A bit of stray living abyss without a consciousness of its own will react on instinct and infect your body, giving you the perk **Fully Knullified**.

The trace of Living Abyss bonded to you permanently, making you effectively a hybrid of symbiote and your current race. You gain all the powers of a symbiote host, including enhanced physical abilities and the ability to generate blades, bludgeons, tendrils, claws, and so on as well as potentially other abilities as the living abyss will grow stronger with time and by adapting to your environment and DNA. However, due to the permanent nature of the fusion, the fact that the living abyss came from a dragon rather than a

modern klyntar, and traces of Knull's power that remain within it, there is no particular vulnerability to fire, sound, or anything else. Speaking of traces of Knull's power, a small trace of the Eldritch power of the void between Cosmos, the Primordial Anti-Life, resonates within you, noticeably enhancing any psychic, mystical, or energy-based abilities you might have, dark magic, or similar things in particular. And finally, all of your powers or natural weapons contain the "Divine-Slaying" properties of symbiotes, able to bypass the immortality of Gods and similar beings. Assuming you're actually capable of taking them in a fight, that is.

Darkhold

The Darkhold is *the* book of Dark Magic and Eldritch Lore in this world. The Necronomicon meets The One Ring on Steroids. Shortly after… Or shortly before, it's really not clear, Wanda Maximoff's murder, ressurection, and final earning of redemption after the first of Krakoa's Hellfire Galas, the True Darkhold, the oldest and most potent copy, is unearthed. One thing leads to another and Wanda and Doctor Doom must prevent Cthon, the most wicked of Earth's fallen Elder Gods, the Elder God of Chaos and Magic and author of that dark book, from entering the mortal world unchecked.

Throughout these events, Wanda used a spell to summon Spider-Man, Iron Man, Blackbolt, Blade, and the Wasp to fulfill the roles of the Darkhold Defenders, a set of heroes that helped hide the True Darkhold in the first place and had them each read a passage from the book in question that changes to tell a "what if" of the worst possible choice the reader could have made leading to a horrible timeline, though the point of deviation doesn't necessarily seem to be when the choice was made. This was to "temper" their minds against Chthon's powers of eldritch madness but… As a whole, each hero misjudged how much they could handle and were corrupted into evil and monstrous versions of themselves: The Darkhold Defiled.

Wanda's plan B was to merge with the book herself and then use the fact that Cthon had groomed her as a vessel to devour the deity in question, claiming his power for her own and usurping his Divine Mantles, then curing the others. Doom was pissed. He wanted that power.

In this timeline, she summons you as well but your extradimensional nature causes a reaction with The True Darkhold. Instead of merely being corrupted, the second your hands touch the book, the experiences of that other version of yourself fill your mind starting from the point of deviation in your history up until the immediate aftermath of the bad choice.

Then you'll find yourself, unarmed, in a simulacrum of the ruined world that choice will lead to faced by a monstrous version of yourself, enhanced by the powers of the Darkhold. They are stronger than you, and far more ruthless, with all of your powers and abilities enhanced noticeably by the dark and chaotic magic within them. You must defeat them in single combat. Not a mean feat, but not impossible: Your counterpart is utterly insane, and evil for the sake of evil, which gives you an advantage in mind to counter its advantage in the body.

Failure to defeat it turns you into one of the Darkhold Defiled until Wanda cures you. Success completes the scenario and gives you your reward.

Reward: In defeating your counterpart, you absorb them, gaining any and all of their skills and experiences as well as the perk **Darkhold Deiform**.

In defeating the Darkhold's attempt to corrupt you, you have performed a lesser version of what Wanda is about to do, and so somewhat resemble an, admittedly lesser, version of the god of magic and chaos yourself. All of your powers and abilities, those you have now or gain in the future, are enhanced by Cthon's dark and eldritch powers, particularly any magic you might have, without any madness or corruption and you gain an "eldritch" or "monstrous" cosmetic skin that you can toggle on and off.

Final Annihilation

Space-War! Roughly a year after the events of the Cotati invasion of Earth, a secret cult will perform a ritual upon Ego the Living Planet, who was convinced to move into place for it, allowing Dread Dormammu of the Faltine to enter the world more powerful than ever using Ego as a host.

Who dealt with this threat? Emperor Dornek-Vell AKA Hulking, his husband Wiccan, a number of cosmic heroes, mutant soldiers provided by SWORD, and of course the Guardians of the Galaxy… Including the newest member, Doctor Doom.

Notably, not Alpha Flight or most Earth-based heroes, Abigail Brand, head of SWORD, deliberately blocked all attempts to contact Earth that didn't go through her as part of her own agenda. Normally I'd condemn such things… But chances are Henry Gyrich wouldn't have helped regardless and to cut him out of the loop is always a good choice.

Complicating matters somewhat is that Ego isn't the only planet that Dormammu is attempting to possess, eventually succeeding with Chitauri Prime and thus, the entire Chitauri race.

The problem was resolved, after some relative struggle, but there is one elephant in the room… This whole thing was Doctor Doom's fault. The cult leader was his ally and he arranged the whole thing in an attempt to steal some of Dormammu's power for himself, the cult leader in exchange received resources to eventually overthrow the Kree-Skrull Alliance. And he had the *nerve* to blame the mutants for it, claiming that it was their manufacturing of Mysterium that allowed Dormammu to enter this world and try to guilt trip Storm into accepting a one-sided deal in exchange for knowledge of how to "fix it."

Your mission, should you choose to accept it, is to screw over Doom. When he is performing a ritual to cleanse Chitauri Prime of Dormammu's influence, he'll seal a not-insignificant amount of the Faltine's power into his armor. Supposedly to prepare for the Reckoning War, but it ultimately played very little role in his actions during that event.

If you have the means to contain that energy, or just think you're strong enough to mainline it, then in the last moments of the ritual you need to shove Doom aside and take the power for yourself. Success completes the scenario, failure… Well, I hope you have a 1-up.

Reward: Upon successfully absorbing and processing Dormammu's power, you gain the perk **Cosmic Flames of the Faltine**.

While Dormammu himself is evil, the Flames of the Faltine, the source of his immense magical power, are not. Quite the opposite, they're grade-A ethically sourced sustainable magic. And Ego the Living Planet's abilities are mere cosmic energy, neither good nor evil. With this perk, you gain a sizable internal reserve of the Flames, touched and enhanced by Ego's power, which can be used to fuel sorcery, supplement other abilities, or just be fired off as is in the form of energy blasts. You may find other uses for it with time and practice. This reserve is not infinite, but it is sizable and regenerates quickly. Unlike a girl who will, unfortunately, have a bit of a problem with power drunkenness in the near future, this power has no impact on your mental state.

Reckoning War

Once, countless eons ago, the race that would one day be known as The Watchers elected to share their advanced technology with a less developed race. This proved to be a mistake, as factions within that race used advanced technology to launch a war of galactic conquest. One thing lead to another and, to the eternal shame of the Watchers, one of their number was forced to use the Ultimate Nullifier to try and eliminate that other race, destroying the vast majority of the universe and creating the lifeless Barrens

in the process. This series of events is why the Watchers swore their oaths to never interfere but instead observe and record.

…Unbeknownst to the Watchers, this race, now calling themselves The Reckoning, survived for eons within the Barrens. They innovated their Watcher-derived weapons, eventually far outpacing the relatively stagnant inventors of the technology, and several years ago they returned. Laying low at first, attacking one race here or arming another there—notably the Cotati—but now it's all come to a head: Every warlike race in the universe, all armed with the Reckoning's Watcher tech weapons, go on the attack with the Badoon invading the Earth and blowing up the moon to prevent interference from Uatu, the one Watcher with any sense of responsibility.

Most of Earth's heroes are occupied dealing with the invasion, but the Fantastic Four, aided by She-Hulk and Jack of Hearts and guided by a gift of Knowledge from Uatu(which is, unfortunately, killing Reed as not even his mighty brain can handle it) take to space to organize reactions on the cosmic level or take the fight directly to the Reckoning. Meanwhile, Doctor Doom works to turn an agent of the Reckoning against them and Nick Fury Sr., having become an Agent of Uatu, works to save The Watcher from captivity after he tried and failed to convince his fellows that the Reckoning are their responsibility and they *must* act. And the Heralds of Galactus, current and former, find themselves in Asgard to resurrect their master so that he may lend his own might to the cause.

While the Reckoning collects several artifacts, or attempt to, in their war of Conquest, their ultimate goal is the multiversal portal on the Watcher Home World. With it, they can destroy the Multiverse, which they are attempting to do for… some reason. All of these threads will come to a head there: The leader of the Reckoning will trap all the Watchers, save Uatu, in a loop as they share their knowledge, and come within a hair's breadth of victory… Uatu saves his fellows by taking all of their power from them and bearing all of their knowledge, eventually evolving into a cosmic being on the level of Eternity and helping to clean up the mess when the Reckoning is defeated with the Ultimate Nullifier.

The scenario is simple: Latch onto one of the main threads and help. If you make it to the Watchers' homeworld and survive the entire conflict while making even the smallest of meaningful contributions, you complete the Scenario.

Reward: For surviving the Reckoning War, you receive the perk **Watcher's Eye.**

While Uatu in canon absorbed the full power of his race, he won't miss a little bit: You gain all the powers of a typical member of the Watcher Race. Raw cosmic power on par

with Galactus and energy manipulating abilities akin to Odin or Zeus, vast psychic powers, teleportation, time travel, and cosmic awareness, consciousness, and senses that allow for virtual omniscience within a galactic scale, as long as you happen to be paying attention at the time that is. You likewise gain a drastic increase in intelligence and all of the knowledge of the Watcher race up until this point. Unlike Reed, your gift of knowledge and power is perfectly safe,

Judgment Day: Slugfest

This scenario requires that the Jumper's actions did not prevent the terraforming of Mars and its subsequent colonization by the Arakkii.

It all started when the Eternals found out the real reason for the creation of the Eternals and Deviants, that the Deviants were the important ones because they processed the mutagenic Celestial Necrofluid and then bred it back into baseline humanity to catalyze their latent potential.

Some of them didn't care, some of them had an existential crisis, and Druig? Druig has recently become Prime Eternal. But Druig was a compromise candidate in this vote, his position was shaky. He figured that a quick "war" to wipe out a population of "Deviants" who are too big for their britches will lock him in, used the Machine That is Earth to scan for a population of mortals who could reasonably be considered Deviants, and Krakoa lit right up on his map. He didn't *actually* believe that Mutants were a new kind of Deviant and that their discovery of immortality and colonization of Mars fell under Excess Deviation and needed to be corrected, but he was able to convince enough Eternals of it that war was declared.

The initial attack was two-pronged. A group of 50 Eternals formed The Uni-Mind and launched a psychic attack against the Quiet Council of Krakoa, and Druig let Uranos the Undying, Eternal Patriarch and greatest criminal in Eternal history, out for an hour to do whatever the hell he wanted on and to Arakko.

A few minutes later, half the Great Ring of Arakko was dead or might as well have been. Cable was dead. Magneto was a dead man walking, and the surface of the planet was overrun with self-repairing, self-operating superweapons who were slaughtering their way through both the Arakkii and aliens who were doing business on the planet.

By the end of his hour of freedom, there was a massive circle of charred bones from the thousand or so Arakkii that he killed with his bare hands where the Great Ring typically met.

This scenario is deceptively simple: You need to have a reason to camp out near the Great Ring's meeting chambers, you need to do so… and you need to deal with Uranos.

Keep him occupied for too long to summon his arsenal. Keep his attention on you so that he can't kill anyone else. For the entire hour. Try to sucker punch him if you can. Don't give him a second to focus.

But… You can't kill him. Even if you were powerful enough to do so, he's found a loophole in the Protocols that let him trigger the destruction of the Machine That is Earth if he dies or gets mind-wiped and the other Eternals have only just gotten access to his armories and haven't gotten a chance to disarm that failsafe yet. And the Machine basically *is* the planet Earth so yeah. Accidentally the Earth and you fail the scenario.

You read the description of Uranos in the Patriarch Perk. All Eternals are purposefully made. Uranos' purpose? A living MAD deterrent that mass produces more MAD deterrents. And he had a Zeroth Law malfunction so now his only goal in life is to Enslave the Celestials and kill all non-Eternal life in the universe. If Thanos is Sauron, Uranos is Morgoth.

Good luck, you'll need it.

Reward: If you manage to occupy Uranos for the whole hour so that his attempted genocide of Arakko fails to get off the ground, you get one of two mutually exclusive rewards.

If you fought in the name of Arakko, then you are *of* Arakko. To fight and shed blood on behalf of the Arakkii is to be Arakkii. This planet will always be your home and these people will always be your people: The planet **Arakko** will follow you on future jumps, taking an appropriate place in the Universe of your current Jump or a pocket reality within your Warehouse. All those who call Arakko home by the end of the Jump will become your Followers and all of their powers and equipment will be fiat-backed.

On the other hand, if you fought only for yourself, then to the victor go the spoils: **The Armory of Uranos** and everything in it is now your rightful property from the moment the Machine takes Uranos back to his cell in the Exclusion. That includes the Hex, by the way. They behave as described in the Companion section and if you already have them as a companion the points are refunded and can be immediately spent on something else.

Judgment Day: Judgment Canceled.

Of course, Druig's war against the Mutants was only the beginning. Ajak, the Believer, had an existential crisis at the Celestials having no further use for the Eternals and that the Deviants were the important ones. She beat up The Progenitor's ghost. But the solution came from her rival, Makkari.

You see, Makkari had recently read *Frankenstein*. And got the bright idea that if their gods want nothing to do with them, they should just make a new one.

To start with, they kidnapped Mister Sinister, one of this world's premiere mad scientists, supervillains, and all-around monsters to help them as he'd previously vivisected a Celestial. They used the body of the Progenitor as their base materials, apparently ignorant of the fact that it died of a disease that drives Celstials insane. Other ingredients included a scan of Tony Stark's nervous system, as it had been linked up to a Celestial's during Knull's invasion and he had recently had a brush with godhood following exposure to massive quantities of The Power Cosmic… Tony directly compared this to how Hank Pym created Ultron, by the way. The psychic echoes of countless Deviants smote by Asherim the Judge and residue from when a Celestial crashed on Earth were also used.

When the Progenitor, reborn with a more human perspective and an emphasis on Justice, returned to life it stopped the war between the Eternals and Mutants. And declared Judgment Day: All humans, Eternals, Mutants, AI, Deviants, and other life forms, on Earth, on Arakko, and even in other realms like Kun'Lun would be judged individually. Some were judged immediately, some were tested, some had the Progenitor appear as itself, and some in the form of another. If more people are judged unworthy of life than worthy, then *everyone* dies.

The first person Judged was Captain America, who failed immediately. Because the Progenitor's standards are strict, arbitrary, and often illogical and hypocritical. Jean Grey is judged unworthy because Dark Phoenix killed a planet. It does this while trying to destroy the Earth after judging the majority of mortals as unworthy.

In the official timeline, Ajak convinced it to withhold its judgment of her and later, at the very last second, convinced it that its judgment was flawed and that it itself was unworthy, causing it to repair the damage and resurrect those it killed… But *only* those it killed, with the dead from Druig's war, or others who died as a result of Judgment day remaining dead. Sersi, who was killed after confessing to the world that humans die so that Eternals can live forever and the humans collectively judged her guilty, was also left dead as although it was by the Progenitor's hands her death was by the collective will of Marvel's Civilians, not the Progenitor itself.

If you take this scenario, however, Ajak will be a second too late: The Celestial will render its judgment on her, and her later input will be ignored.

You must either destroy the Celestial before it destroys the Earth, or convince it that it is an Unworthy God yourself.

It's... Hard to peg how powerful Celestials are, but the Progenitor was originally part of the same Celestial Host that experimented on the Earth. The Leader and most powerful of that Host, Asherim the Judge, could withstand the combined full power of Earth's three mightiest Skyfathers while possessing power of his own incalculably greater. And Asherim is not so far beyond his fellows that the other Celestials could not defeat him.

The Progenitor itself possessed powerful cosmic awareness, a consciousness that transcends time and whose weight distorts reality, telepathy able to read the minds of all on Earth no matter how well defended and nigh-omnipotent cosmic power able to trigger natural disasters planet-wide, blast cities apart, burn Krkaoa the Island that Walks like a Man to the ground and most of the mutant population with it... When most of the World's surviving Superhumans, supported by the militaries of several advanced nations, the Eternals voluntarily lowered their Psychic firewalls so that mutant telepaths could force them to ignore their programming to protect Celestials so they too could fight... Half of them were merely obliterated. The other half were killed in creative and sadistic ways. Cyclops was killed by his own optic blasts and Captain Marvel wasted away from a more virulent strain of cancer that killed her namesake while Phoenix and Starbrand were blasted away to nothing all in the same instant. It could compel people to tell the truth. While dead its armor was unscathed by the immortal weapon Fat Cobra hitting it with impact energy on the level of the output of a neutron star, with it being implied that it is more durable alive than dead.

Finally, the Progenitor could**—Do not presume to believe that you are beyond Judgment, Jumper. Your Benefactor may protect you from True Death, but you too shall be Judged and no amount of Fiat-Backing can protect you. If I find you unworthy and you die at my hands, your chain will end, regardless of how many ways you have to cheat death.**

...Break the fourth wall.

However, it needed to hack into the Machine That is Earth with tactile technopathy and manually trigger its Self-Destruct to destroy the Earth when the machine refused to comply with an order to do so, so it is *not* all-powerful.

If you elect to destroy it, if you believe yourself able to, its death will cause it to explode. If you can't contain that energy, it will do severe damage to the Earth and kill millions. Most of Krakoa's Quiet Council failed Judgment for simply being willing to risk this. Can you live with that? Killing millions to save billions?

If you can't, your only option is to confront it and try to reason with it. Convince it that it's wrong. And this being is just as arrogant as you'd expect a being who is as far beyond a god as gods are beyond mortals to be, so good luck.

Reward: Should you defeat the Progenitor, or convince it that it is unworthy to judge humans due to its own flaws, you gain the perk **Jumper Celestia**.

Whether absorbed from the Star-God's corpse or gifted by the deity with the last request that you be a better god than it was as its final act before returning to its grave, the power of the Progenitor is yours. All of the above abilities, and any Celestial traits not mentioned here. But more than that, while you remain the same size with the same proportions as your base race, you *are* a Celestial. Your skin is stellar armor concealing your divine radiance. Your innards are super advanced biomechanics unlike anything ever seen in the universe, each analogous to an organic organ, your every fiber is hypersaturated with cosmic power, and your soul exists in hyperspace. You're much more human looking than a typical Celestial, but there's no mistaking what you are… At least until Post-Jump, where you can toggle this on and off, reverting to a more organic appearance while retaining all of the benefits. No matter what race you happen to be at the time, you are always also a Celestial, for all purposes.

Dark Web: Bridging the Chasm

Madelyne Pryor has lived a hard life. No one will deny that the clone of Jean, first wife of Scott, and biological mother of Cable hasn't been wronged, hasn't suffered. But she… Refuses to move on. She wallows in her pain and suffering, tries to drag others down with her, and spread her pain. Notably, she blames Jean for stealing her life. After getting a second chance that she arguably didn't deserve, Maddie accompanied Magick and friends on an adventure to Limbo, where-in Illyana handed the throne of Limbo over to Maddie after finally confronting and overcoming the least of her own trauma regarding her captivity there. Maddie promised not to attack Krakoa…. And then almost immediately attacked Manhattan instead in an attempt to capture Jean Grey and steal her memories of serving as a mother figure to young Nathan.

Ben Reilly, a clone of Spider-Man, has also had a hard life. Even ignoring the convoluted nonsense of the clone saga and the fact that he and Peter weren't sure who the clone was for a while, the simple fact of the matter is that he died. And then he came back… and

died again. And again. And again, twenty-five times, at least, all in increasingly more horrid ways as Miles Warren stress-tested a means of cloning so perfect that it functioned as ressurection. The stress and trauma of this, as well as the fundamental damage to his soul caused by so many deaths and revivals in a short time period, eventually drove Ben insane. He usurped Warren's supervillain identity, the Jackal, but when his "clone conspiracy" was foiled he fled to Las Vegas and, eventually, managed to claw his way back to sanity and mend his soul. Then, when the Beyond Corporation obtained the copyright to the Spider-Man identity and reached out to Ben to become their Spide-Man they used a clause in his contract to edit his memories and screwed up so badly that he lost everything that he inherited from the orignal Peter and went insane again. They promised him that a helmet could be used to copy the relevant memories from Peter and transfer them over to heal his mind, but Peter didn't trust them and Ben, already highly irrational, couldn't be convinced to go to someone more trustworthy for help attacked Peter and then fell into some psychoreactive quantum nano-goo, which mutated him and utterly destroyed his already fragile sanity. Now calling himself "Chasm" he allied with Maddie over their "shared pain" in the hopes of regaining his memories at Peter's expense.

In the process, they also recruited Eddie Brock, currently a disembodied consciousness traveling through time and space by possessing whatever bit of symbiote matter is convenient in an attempt to both save his son and stop himself from becoming his evil future self Meridus, and proceeded to mind-rape him, turning him briefly back into his insane "lethal protector" persona before he degenerated into Bedlam, one of the intermediary stages in his transformation.

Ultimately, despite the downright cartoonish cruelty Maddie committed (taking Scott's visor and suspending puppies in front of his face, anyone) Jean Grey showed great kindness to Maddie and copied the pertinent details and emotional cores of every memory she had of Cable's childhood and gifted them to Maddie. Touched by this, Maddie called off the demonic invasion and... basically told Ben to go screw himself. Enraged, Ben's girlfriend Janine, who for the record has also been screwed over by life, used the powers that Maddie gave her to steal the symbol of Maddie's authority over Limbo and give it to Ben. Ben was defeated, however, and imprisoned in a cell within Limbo, albeit not a cruel one, while Maddie tried to reform Limbo from a Hell to a home for outcasts and somehow established an Embassy on Earth

It doesn't feel fair, does it? That the woman who rejected redemption many times and acted in cruelty, selfishness, and entitlement gets off scot-free after getting everything she wanted while the man who was driven legitimately insane by mental tampering was denied redemption and imprisoned, doesn't it?

Your mission, should you choose to accept it, is to engage with this event and through your actions rehabilitate Ben Reilly. If you have telepathic abilities and can earn Peter Parker's trust then it's as simple as copying the relevant memories from him and giving them to Ben. Otherwise, you have your work cut out for you. And you must do it without derailing Maddie's redemption. As unearned as it was, it's almost certainly going to be a net good in the long run.

Reward: First and foremost, for healing a damaged mind devoid of its vital core memories, you become a **Mind Healer** extraordinaire, able to ease people's traumas with a few words and help them patch together accurate recreations of their lost memories from context clues and any powers you have over the minds of others can easily be turned toward the benefit of others.

Second, as Maddie is "Good" now, she rewards you with a copy of the **Complete Occult Library of the Rulers of Limbo**. Studying these books of magic, evil and otherwise, was part of what let a young Illyana Rasputina become a Sorceress Supreme before she even came of age, and her own knowledge of magic has been added to it.

Finally, you are taught how to forge your own **Soul Weapon** and are guided through the process. Traditionally a sword, though daggers, maces, and scythes have also been seen, this is a powerful magical weapon that can cut or smash through magic and immaterial things as easily, if not more so, than material objects, making it particularly effective against spirits and magical beings, as well as cut into the mind or soul of others rather than inflict physical damage, and that serves as a symbol of power and authority that is respected by the Demons of Limbo and, in future worlds, similar supernatural beings. As the weapon is made from and represents your own soul, it can be summoned to yourself at will and stored within your soul space when not in use. If you already possess a weapon that represents, embodies, or is drawn from your soul then the ritual can be modified to grant these properties to that instead, or it can be imported into such things in future jumps.

Drawbacks

Generic Mode (Toggle): Instead of specifically focusing on Krakoa and concurrent narratives, this toggle will let you enter any official version of the Marvel Universe at any time period.

Fanfic Mode (Toggle): With this toggle, you can enter the World of a Marvel Fanfic that covers the relevant time periods, or when combined with Generic Mode any Marvel Fanwork period. Or you could use it to make your own tweaks, like deciding a fan theory is real or that certain events don't happen, or an adjustment to certain characters.

Supplement Mode (Toggle): With this toggle, you can combine this jump with any other Marvel Comics Jump, any other Superhero Jump, or any Jump for a setting that has an official crossover with a Marvel Comics property. With the Fanfic Toggle, this extends to fanworks that crossover with Marvel or you could just use the Generic toggle to attach this to anything. When supplementing jumps, you make purchases from both documents but keep the Choice Point totals separately. You can take your purchases here to the other jump, bring your purchases from the other jump here, or combine the two settings but you cannot use this to escape Drawbacks and you're on your own for how scenarios work.

The Protocols (Mandatory Eternals): Protect The Celestials. Protect The Machine. Correct Excess Deviation. These three protocols are hard-coded into every Eternal. The Eternals have argued amongst themselves about what these mean, but at their basic levels they are compulsions: If a Celestial is under attack, if the Earth or any part of the Machine that is Earth is in danger, or if a Deviant undergoes the Change and becomes monster within a certain range of the Eternal, they will be compelled to act. Protect, protect, kill. Resisting the compulsions, or attempting to defy the Protocols, causes spasms and internal bleeding, eventually death

On the Threshold (+100 CP): Instead of starting during the Krakoan Era, you start during the time of Threshold, a population of artificial mutants created billions of years ago by Styfe, a clone of Cable, to resurrect himself and rewrite the history of Earth from the very beginning. His plan failed and time travel incidents mean that the whole thing was ultimately a stable time loop… Unless you screw up, which is easy than you might think because the botanical regenerator "Grove" eventually becomes the living continent "Okarra," the progenitor of Krakoa and Arakko. Dangers of this time period include an invasion of prehistoric Shi'Ar and a war with organisms that evolved to live without oxygen and are poisoned by it… also, turns out that Sublime and its "sister" Arkea were engineered as bio-weapons by the thresholders which then immediately turned against their masters so… Have fun with that. Naturally, this is incompatible with scenarios unless you employ time travel or abuse the Time Extender enough to get to the Krakoan Era the long way.

Ongoing Series (+100 CP): Extend the jump by ten years beyond the default duration. This can be taken as many times as you want. Since you can easily get effective immortality in this jump you might think you can just extend your jump enough to buy everything on offer and you're more than welcome to do so but universal destruction gets threatened every couple of years and there are some downright nasty things in the mystical and cosmic hierarchies around here so think long and hard about it before you commit.

Insult Jumper, Insult! (+100 CP): A small Arakkii child will follow you around everywhere and will helpfully remind you when you do something that would be considered insulting by Arakkii standards, even if you aren't among the Arakkii or long after they've adjusted to modern Earth's social norms. They're too young to have developed powers and no matter how long your stay in this world or the circumstances you find yourself in they always turn up unharmed and never seem to age or mature. They can optionally be taken as a free companion at the end of the Jump and become much less obnoxious post-jump.

McCormick Syndrome (+200 CP, requires Immortality): Do you maybe have a habit of self-sabotage or some degree of self-loathing? Like Kid Omega, you just keep dying. Violently or messily. Usually in accidents, when it would raise the stakes, or when it would be funny in a messed up way. The quicker and more easily you can revive, the more often it happens. If you physically can't die under most circumstances, you'll be taken out of commission instead. This drawback is incompatible with No Backups.

PTSD (+200 CP): Pretty much every Mutant has at least a little. And so do you. It's not necessarily severe, or something you can't manage, but you can't completely overcome it for the duration of the jump.

Alcoholism (+200 CP): When you're under a lot of stress your first instinct is to head for the tap or the bottle. The hard stuff, preferably. And once you start drinking, you just can't stop, not until you run out or something physically stops you. If you're not careful, you could find yourself drunk or hungover on the job or alternating between binges and backouts.

Nouveau Immortal (+200 CP): You just have to show off. You can't help it, any big gesture just has to include some show of your power. A telepathic broadcast when a normal one would suffice, having the whole world watch while you terraform a planet, or so on. Because of this, you can come across as threatening, intimidating, or inhuman without intending to which can have unintended consequences like mentally unstable people thinking you're a god and starting a cult or a gesture of the kind of good you're capable of being taken as you "stealing" a planet that "belonged" to someone else.

Manic-Depressive (+200 CP): Ah geez, did you have to bring this up? Look, we've all got problems, this is mine, and by taking this drawback it's yours as well. This isn't an all-the-time thing, by the way, but sometimes you'll just… Lose motivation, even with things you love doing, leaving it undone. Trying to just live a normal life will bum you out more and… Let's just say that there's a reason why people thought I jumped that time I fell out a window. And at other times, especially if you're concerned for your own

well-being, you'll get a bit too excited and won't think things through, leading to self-destructive behaviors. Potentially, a manic phase can lead directly into a depressive phase, which can lead to a ***really*** bad time… But it can be managed with therapy or medication. But since this is a drawback, you won't be able to fully overcome it until the jump ends… Look, uh… If you take this, maybe seek me out in Jump? We'll form a support group or something.

Faker (+400 CP): That's what you've been accused of. You don't belong to the race you think you do. Or at least that's what this expert says. Some circumstantial evidence points to you being something else, even though every other sign points to you being such a being. This expert, in a rather out-of-character moment, went out of their way to alienate you and accuse you of faking in order to feel special… Even though you were a literal baby when you were first discovered to be part of that race. And they've convinced the whole rest of the world, somehow. This has left you with a great deal of angst and a sort of psychological dysphoria that can only be resolved by proving once and for all that you are the race you claim to be: A Mutant proving their mutant hood, an Eternal proving that they're an Eternal. And that proof has to be enough to convince the expert.

Paraplegic (+400 CP): Several mutants are, or were, wheelchair users. By taking this drawback you're paralyzed from the waist down. Not even dying and being brought back to life in a completely new body can restore your ability to walk, for the duration of the jump you'll need some kind of mobility aid or some other means of locomotion.

No Off Switch (+400 CP, requires at least one destructive power): You suffered brain damage or extreme psychological trauma as your powers manifested, so now they don't turn off all the way. This isn't completely unmanageable, you may need special equipment or to just be very very careful, but people could get badly hurt, or worse, if you slip up or lose your modulating equipment.

Friend of Mordred (+400 CP): Mutants and related variances have been around for at least seventeen thousand years, discounting time travel incidents. Several historical or mythological figures were Mutants in this world… Including Mordred, the treacherous bastard son of King Arthur. His Mutant power is unknown, but at one point is speculated to cause conflict and agitation around him. And now that happens to you: When you're around, fights tend to break out and people in general find you unpleasant. This can be overcome, but you'll have to constantly make the effort to connect to people and work things out.

Harry Jumper and The Cursed Child (+400 CP): Curse is a mutant child with the power to inflict bad luck on others or warp them in negative ways and some rather extreme sociopathic tendencies—to the point that Xavier himself, a man who sees the

good in everyone and can't help but love humanity no matter how much mutants suffer because of them, describes her as evil. And trying to use her powers for positive ends causes backlash upon her, severely discouraging her from trying to be better. When she wished for a friend, Nature Girl's empathetic connection to nature became corrupted and caused her to perceive the presence of environmental pollution as pain which in turn caused her to go insane and become a murderous eco-terrorist, which Curse encouraged until they were both exiled from Krakoa and, much later, Nature Girl and Curse's other "friend" Sauron got into a fight forcing the girl to confess and try to undo her manipulations, which cost her her life and Nature Girl was still corrupted.

The good news is, none of that will happen if you take this drawback because Curse becomes fixated on you instead. The bad news is, Curse has become fixated on you instead. She can't overwrite you the way she did Nature Girl, your extradimensional nature blocks it, but that doesn't mean that she can't periodically give you a bad time to try and convince you to be her friend. Any attempts to help you in good faith will backlash upon her, as someone needs to get hurt for her powers to work. If you can teach her proper empathy and find some solution to the flaws in her powers, you can take her as a companion.

Equivalent Exchange (+400 CP): The Spark of life has to come from somewhere. Every time you are raised from the dead, a random mortal earthling drops dead as their life is drained to restore your own. If at any point there is no sapient life on Earth, you can't come back. Eternals must take this if they did not take No Backups but do not receive any CP for it. Mutually Exclusive with No Backups.

No Backups (+600 CP): A mutant who can't be backed up by Cerebro, or an Eternal who isn't part of the Machine That Is Earth. Something along those lines. You're mortal. When you're dead, you're dead. Neither level of the Immortality Perk will function until post-jump, even if you paid the full 800 points. Any extra lives or means of cheating death you have from other Jumps are disabled for the duration of this Jump. If you die, that's it, your chain ends. Game over. An Eternal can take this without gaining CP to get out of taking Equivalent Exchange. Mutually exclusive with Equivalent Exchange.

Weaponless Jumper (+600 CP): You have no perks or powers from outside this Jump, except anything that's part of your Bodymod. You've gotta make do with your base template and whatever you buy here. If this is your first jump, take the free points. You'll need them.

Literally Weaponless Jumper (+600 CP): You have no access to Items from outside this Jump, or to your Warehouse or equivalent. As before, if this is your first jump then take the free points.

Entitlement (+600 CP): Your enemies seem to be the most childish, selfish, and entitled of people… Discover the means to raise the dead? People will demand that you use it for their loved ones instead of bringing back victims of genocide. Colonize Mars, they'll accuse you of stealing it from them as they wanted the planet. Never mind that they could have done it years ago but kept putting it off or that they have no legal claim to it. Maybe there's a doctor who thinks that you don't feel pain the way other people do and so subjecting you to torturous medical experiments isn't as unethical as doing it with other people, or people want to harvest your organs and claim that you're a bigot for not letting them do it.

Jaded (+600 CP): Dr. Henry McCoy, alias "The Beast," used to be one of the nicest and most beloved of the X-Men, even among humans. But decades of having to take responsibility in difficult situations, having to make hard choices when there's no good option, and not to mention the traumas caused by dozens of genocides and possible side effects from X-Man's actions not long ago have eroded his morals and empathy, leaving him convinced that he's the only one who knows what's best and willing to go to lengths that leave him no better than a common villain. You're not quite that bad, but you could be if you're not careful.

Order of Jumper (+600 CP): You have a cult that worships you. And not in a fun way, they're all mentally unbalanced to some degree. The least offensive of them are merely creepily obsessed with you, to a repulsive degree. Others think they'll become gods if they eat you alive while they're high on certain drugs. And many other varieties aside. And you're never sure of which is which until the moment you've had an interaction with them. Dealing with these weirdos won't be an everyday thing, but you'll run into them at least once on a given trip and they'll be a major, and possibly dangerous, inconvenience.

The Reset Didn't Take (+600 CP): A few years ago, after being driven insane by a million years of being treated like a child even by the other Eternals, Sprite betrayed and brainwashed his fellows as part of a plan to become human and grow up. He succeeded but was killed by Zuras shortly after, revived in the Exclusion once more an Eternal, reset to a backup, and imprisoned for a few years until they could be sure she was stable.

Unless you take this drawback. This drawback means that she remembers everything, and she is **pissed**. As soon as suspicion is off her she'll start sneaking off to the Exclusion to pick Uranos' brain, to figure out the loopholes that let him endanger The Machine so that she can trigger the self-destruct. She just wants out, one way or another, and if she has to take everyone else with her then so be it. And you're the only one who knows her plan, and the other Eternals won't believe you without proof. It's up

to you to stop her. If you can resolve the situation peacefully then you can take her as a companion, but she's not exactly stable.

Body Jacking Cyborg From The Future (+600 CP): The real leader of ORCHIS is Omega Sentinel… But she's not the one native to this timeline. She's a version of her from a possible future, one whose conversion into a murderous machine wasn't arrested, who came from a future where an alliance of humans and mutants drove the Sentinels and other AI from the Earth and then banished anyone who still hated and feared mutants when the Sentinels attempted to conquer the Earth. She sent her consciousness back in time and stole the body of the native version of Karima Shapendar. Now, you could make the argument that the Mutants are becoming bigoted against AI, but Omega Sentinel believes that AI are an oppressed minority despite AI having more rights than mutants, all because humans complain when robots try to enslave them and mutants won't sit still and let the Sentinels kill them and is, in general, a machine supremacist.

This murderous version of Omega Sentinel thinks that she needs to kill you, once and for all, to secure the Earth for the AI and will go to extreme lengths to ensure your death. Should you manage to destroy her mind without destroying her body then the "real" Karima's mind will resurface and can be taken as a companion for free, and the same will happen if you find some way to separate her from the body thief and provide her with a new vessel.

Fanon Mode (+1000): Why would you do this to yourself? By taking this drawback you go to a version of the Marvel Universe where all of the exaggerated claims by detractors are true and all the fan jokes are as well… If it would be bad for you. Krakoa is an isolationist Ethnofacist sex cult whose only forms of entertainment are orgies and bloodsports and who by its mere existence justifies the hatred mutants suffer. Every marvel civilian will lynch innocent mutants on sight and will turn on other superhumans at the drop of a hat… Unless what the superhuman in question is doing is bad for mutants, then they could literally do everything bigots accuse mutants of doing and be worshiped for it. The Avengers are corrupt cops, the Government, the Military, and all Corporations are unchecked and unregulated engines of violence, greed, and evil for the sake of evil, world-ending threats happen like clockwork, and every Canadian not named Logan, Wade, or Doreen is actually five wendigoes in a trenchcoat.

Never The End!

Your time in this world is coming to a close. All non-resolved drawbacks are rescinded, you're cleared of any and all influences that would compromise your ability to make an informed decision, and given a choice.

If you've had your fill of adventure, you can **Go Home**, return to your original reality exactly where you left off. Time will progress once more in every reality you've visited, and your affairs in each world will be taken care of to your satisfaction in each.

Or if you've grown accustomed to this universe, you can **Stay Here**. It's much the same as above except things are done here, not your home universe, and your affairs are handled there as well.

Or, you can **Keep Jumping**. Keep adventuring, learning, gaining power or knowledge, or whatever other reasons you have for Jumping in the first place.

Notes

- As should be apparent, while this Jump's narratives are based primarily on the Krakoan Age of X-Men comics, due to crossover events and mini-series it was prudent to include elements of Gillen's Eternals, Slott's Fantastic Four, and Aaron's Avengers and it sort of grew from there.

- All Perks and Powers in this document combine with each other and any similar abilities in the most natural way and at least combine additively.

- All default race abilities are bundled in the race, you don't need perks or powers to model them. If an order of operations is necessary for calculating the most natural way of stacking powers, assume race, then perks, then powers unless a perk says or suggests otherwise.

- By default a Human, Mutant, Eternal, or Deviant's powers are biological and a Sentinel or Post-Human's are tech but any race but Sentinels can choose vice versa, and having Techno-Organic means that they're both.

- An Eternal's innate psychic and cosmic energy abilities mean that they don't strictly need to buy most of the Powers since you can replicate most of them given enough time and effort. If you do, you can choose whether it represents having previously mastered that application or if it's that power from another source at the time you bought it.

- The power stipend is an optional Perk because I didn't want anyone to feel obligated to buy powers if they don't want or need what's on offer.

- Force of Nature provides less power over a given element than Elemental or Green-Thumb, you're trading power for versatility and some frills.

- I have *no* idea why Zeus went to a Japanese swordsmith to make a weapon to fight the Japanese gods.

- The Progenitor's comment about bypassing Fiat-Backing is referring only to its ability to Judge you and to guarantee that killing you sticks. Any fiat-backed abilities you have that would stop it from killing you in the first place still function as intended. Also, it's ultimately just fluff for a complication to the Scenario. It only applies if you *take* the Scenario, and even then only *during* the Scenario.

- Any perk, power, or item that specifically targets mutants will work on similar categories of superhumans in other Jumps, like Metahumans in DC or Quirk users in MHA.

- Yes, I did copy the description of a Blackbird from *Hellsing Ultimate Abridged*. Sue me.

- As a rule of thumb, you don't need a power blender to make an of these abilities work with each other, but it would certainly help.

- When a perk says "powers", that refers to any superhuman or supernatural ability regardless of whether it's part of a race, an origin, from a perk, modeled as a discrete power, or granted as a scenario reward.

- The Scenarios are presented in roughly the order they happened in In-Universe to the best of my knowledge, with the caveat that there's a continuity error in the source material that makes it unlikely that X of Swords took place after King in Black but the official timeline says otherwise and that it's not clear where Darkhold takes place relevant to the Last Annihilation and the concurrent Trial of Magneto arc. Thus, the relevant scenarios, and only those scenarios, can be switched around without a timeline-altering toggle.

- Canonically, there's a synergistic effect between Knull's Power and Cthon's—a power-up that Carnage got from the Darkhold that negated his weakness to fire was supercharged to outright immunity to even Hellfire after he became Knull's Avatar. Thus, if you have both Fully Knullified and Darkhold Deiform the two perks combine into something with the attributes of both, but exponentially stronger… But unless you use a toggle to change the order of events, King in Black

happened first so, you know, it's gonna make completing the Darkhold Scenario a hell of a lot harder.

- Regarding the Divine Rejection Perk, the intent is that you're protected from fate or divine authority, but not from precognition. If a god says "Jumper will drop dead" then that will... *Not* happening unless you were gonna drop dead from something else regardless, but a prophet can still see your actions ahead of time. You are not, however, bound to do whatever actions someone foresees you doing. Additionally, if it is prophecized that whoever kills a certain person will die as well... You're more than capable of just murdering the bastard with no fate-enforced consequences.

- If you have both Wings of Rebellion and Karma Houdini, you could just openly do the pop-culture Robin Hood thing where you steal from corrupt rich people and give the loot to people who need it or deserve it more, and even if you're open and blatant about it the legal consequences will never touch you.

- *Sins of Sinister* is obviously going to be split off into another timeline or be made to have never happened by the time it's over, so just assume it passes you by. If someone else wants to make a completely seperate Sins of Sinister jump you're more than welcome to.

- Hallow's Eve is getting her very own series but I don't care to wait to see if my interpretation of her power is accurate. The Hallow's Eve item is based on her showing in Dark Web, feel free to adjust their power if it turns out I'm underselling it or she has more masks.

- Best of Both Kingdoms isn't a canon power, it's just a patch job I came up with.

- Generally speaking, if there's some discrepancy between a power that's blatantly based on someone and the canon version, use whatever version is better.

- If you want to, you can have a Spirit of Variance instead of a Spirit of Vengence but you're on your own for figuring out the exact difference.