

Agents of S.H.I.E.L.D. Jumpchain - CYOA 1.1
By Some Bored Guy On The Internet

For decades, your organization (S.H.I.E.L.D.) stayed in the shadows. Hiding the truth. But now we know, they are among us. Heroes. And monsters. The world is full of wonders.

Welcome, Jumper, to the World of Agents of S.H.I.E.L.D., which you may know by its other names such as Earth-199999, the Marvel Cinematic Universe- or MCU for short.

You enter the Jump on the day Coulson began recruiting his team, around the time Mike Peterson saved a woman from a burning building.

This jump focuses on the Agents of Shield and their struggles with Terrorists, Nazis, Inhumans, Aliens, Time Travelers, Evil AIs, demons, gods, and more. But try to remember the world and the multiverse is much larger than just what Coulson and his team has to deal with.

Regardless, try to have fun.

Before I forget, here take this:

+1000 CP

LOCATION

Roll 1d8 to determine your starting location, or pay 100 CP to determine.

1. **Coulson's Bus:** This is the plane Fury gifted Coulson after his heroic sacrifice in the Battle of New York. You have already been recruited by Coulson and await further orders from him.

2. **East Los Angeles:** Welcome to East Los Angeles. There is not much going on in this city- oh, except for the fact that Skye is currently recording Mike Peterson saving a woman from a burning building.

3. **New York City:** This is Marvel, so of course, New York City is going to be one of the starting locations. Many important events occur in this city- including alien invasions, terrorist attacks, and literal splitting of reality- no clue why rent prices are still so high.

4. **Shield Academy:** You are in one of the three Shield Academies, depending on your origin, it can be: Shield Academy of Science and Technology, Shield Academy of Operations, or Shield Academy of Communications. Consultants can choose which of the three it is.

5. **Triskellion:** One of the three main Shield bases, and by far the largest. It is located on Theodore Roosevelt Island, on the Potomac River between Washington, D.C., and Virginia.

6. **The Hub:** Another one of the main Shield bases, this is the primary staging ground and provider of back-end support for ongoing operations.

7. **Afterlife:** No, you are not dead- at least I don't think so. You are in Nepal, in an inhuman settlement. You probably have inhuman ancestry at the very least if you are here.

8. **Free Choice:** Well, it seems luck is with you, jumper. Pick any of the starting locations above for free.

ORIGINS

Consultant: Not everyone who works with Shield is an Agent, even Tony Stark is just a Consultant. You are either a consultant who is currently working with Shield, or will be contacted by them shortly. This option can be taken as a drop-in.

Scientist: Since childhood, you have been smarter than everyone else. You got your Ph.D. and then were recruited into the Shield Academy. You graduated from it and are currently being approached by Phil Coulson to join a Team he is putting together.

Specialist: You are one of the Shield Specialists. Usually, you work alone, get the job done, and live the 007 lifestyle. That was until Phil Coulson showed up at your door. He is very interested in having you join his Team.

Operative: You are a Shield Agent, one of many who went to the Communications academy. You know how to hold your own in a fight, but that's not your expertise. You are more skilled at getting the job done alongside a team. Phil Coulson seems to think you can be an asset to his Team.

Age: Roll a 2d8 + 18 to determine your age
Gender: Keep your previous gender
Or pay 100 CP to determine either of these yourself

PERKS

Perks trees are discounted to the origin; General Perks are non-discounted, 100 CP perks are free to the origin. Discounts are 50% of the original cost.

General Perks

TVA Approved [Free/200 CP]: Any changes you make to the timeline has been pre approved by the TVA and/or any other timeline-watching individuals or organizations, and not only that, you are unaffected to the changes to the timeline, and if there is a large scale effect, you keep your personality, memories, and gain any additional memories you would be expected to have.

For this jump, this perk is free; if you want to keep it, you need to pay **200 CP**.

Dreamy [100 CP]: Like Thor, you are not just handsome/beautiful but dreamy. You are one good-looking guy or gal. You might even get Melinda May to stammer with how good you look. Basically, this perk makes you 10 out of 10.

Power Protection [200 CP]: In this world, there are many who study powers to either copy, absorb, or steal them. Your powers are the exception. You can protect your powers from being absorbed, copied, stolen, or even being replicated by alternative means. You can consciously choose not to use this protection.

Koenig [400 CP]: You are now a Koenig… Well, maybe not. Regardless, you now have 3 identical brothers/sisters (same sex as you) and 1 brother/sister (opposite sex), each of whom possesses all your powers, abilities, skills, and is fiercely loyal to you. They can come with you to future jumps as followers or companions; the choice is yours. In future Jumps, they do not gain your new perks and powers.

Clairvoyant [600 CP]: There is no such thing as Clairvoyant. At least there wasn't until you showed up. You are able to do what Garrett claims to do. You can perceive everything that is currently happening in the world and all that has happened in the past, up to the point of your entrance into a world- if you leave and re-enter, this power starts from the moment of your re-enterance. Only higher beings, 'magic', or highly advanced science can potentially block your view.

Consultant Perks

Recruitment [100 CP]: Once per jump, shortly after the jump starts, you will find yourself being invited to a team or group of your choice. By default, for this jump, it is Coulson inviting you to the Team as a Consultant, but you can instead use this to join another organization. I heard Hydra is always recruiting talent.

Daisy [200 CP]: You are your parents' favorite child. There is no question about that; they love and adore you, and they are the perfect parents you always wished for. If something were to happen to you, they would drop everything and try to find you and make sure you are alright. Their capabilities would grossly improve to the point that a regular vet would be able to develop off-brand super soldier serum, and if one of them were an Inhuman, she would quickly become in charge of Afterlife and try her best to find and help you to the best of her abilities.

Computer Consultant [400 CP]: You are one of the greatest computer hackers in the world. You are able to access information from computers around the globe. They say you are the one who hacked into Jarvis to obtain the topless photos of Steve Rogers, Natasha Romanoff, and Thor… if that is true, please share them with me… Anyways, you are skilled enough to hack into top secret Shield databases, including but not limited to the Index. You can even hack into alien computers if given enough time.

Mary Sue [600 CP]: Believe it or not that's Skye's real name, and considering she was capable of disarming an armed man after few days into her training, taking down fully trained agents, and even keeping up with Melinda May with less than 2 years of training under her belt as well as logic defying computer skills for a high school drop out not to mention Earth-shattering powers… it might be slightly fitting. But what this really shows is how fast Skye can master skills, powers, abilities, and like her, you are a quick study. You learn things and improve many times quicker than you would without this perk.

Scientist Perks

Doctorate [100 CP]: To be a Shield Scientist, the bare minimum is to have a Ph.D., and since you are paying with CP, we can't have you meet just the bare minimum, so you now have 2 Ph.D.s of your choice in fields of your choice. This can be purchased multiple times, although only the first purchase is free for Scientist Origins- no further discounts.

The Smartest Person in the Room [200 CP]: You know that moment when Simmons launches into a passionate explanation of some obscure biochemical process and everyone just... listens, even the people who understood absolutely none of it? That's you now. There is something magnetic about the way you carry your intelligence. Not arrogance, not lecturing, just a quiet and utterly convincing air of *knowing things*. People naturally defer to you in your areas of expertise, superiors are inclined to take your recommendations seriously even when they don't fully understand them, and peers are far more likely to treat you as an equal than as competition. Enemies have been known to hesitate before doing something stupid in your presence, which is more useful than it sounds. This does not make you a social butterfly. Fitz is living proof you can be brilliant and still struggle to ask someone to pass the salted peanuts, but when your intelligence is visible and relevant, people respond to it with respect rather than resentment.

It's not Magic, It's Science [400 CP]: Any sufficiently advanced technology is indistinguishable from magic, and you have decided to put that to the test, just in reverse. Where others see glowing runes and mystical incantations, you see energy systems, dimensional mechanics, and physics that just haven't been properly documented yet. You have developed both the theoretical framework to understand magic as a legitimate field of study and the practical ability to begin casting spells yourself- nothing that would make Doctor Strange nervous, but enough to make your colleagues very, very uncomfortable at the next science fair. Your spells are clumsy compared to a trained sorcerer, and your understanding still has more gaps than your grant applications, but the foundation is solid with more that may be built on top of that, and most importantly, it is *yours*, built from first principles rather than inherited tradition, meaning no Ancient One can revoke your library card.

FitzSimmons [600 CP]: You are a genius, put Fitz and Simmons together, and you get… you. You are the smartest scientist to grace Shield Academy. You can design advanced weapons, weather machines, develop AIs, and with half a dozen or so doctorates, even build your own miniaturized Arc Reactor, Iron Man Suit, or potentially a time machine- basically puts you on par with Tony Stark.

Specialist Perks

Shield Academy of Operations [100 CP]: You went to the Shield Academy of Operations and, unlike most, graduated. This gives you the necessary skills expected of a Field Operative. However, this will only grant you skills of an average Field Operative; those like Bobbi Morse, Melinda May, and Grant Ward can make you look like an amateur spy in comparison.

Jumper, You Can Speak Six Languages [200 CP]: That's pretty much what it is. Choose five languages- yes, five, since English is one of the six- you are fluent in them to the point native speakers can't tell it's not your mother tongue.

Yes Men [400 CP]: How many agents in the show were brainwashed? Absorbing Man, Agent 33, Ward, Fitz, Daisy, May, Mack, and even Coulson were controlled at some point, so who knows what they might do to you? Luckily for you, you are immune to mental intrusions unless you allow them consciously. This also grants you resistance to mental trauma and pain.

Cavalry [600 CP]: You are one of the most skilled Shield Specialists out there- comparable to the likes of Clint Barton and Natasha Romanoff. You are a Master Martial Artist with mastery of various styles and melee weapons to the point of taking down Super Soldiers, Inhumans, Centipede Assassins, and highly trained Specialists twice your size- and that's as a 5'4 (1.63 m), 50-year-old non-powered woman. You are also an expert marksman who can rival Grant Ward, who can make shots from 2000 yards. Not only that, but you are also a master spy, a pilot, and you are second only to Romanoff when it comes to espionage.

Operative Perks

Communications Degree [100 CP]: You are one of the many who went to the Shield Communications Academy, the easiest to get into and graduate from. It focuses more on data analysis and produces agents that do most of the ground work. Their graduates include Phil Coulson, so it is not a good idea to just dismiss them. You have the skillsets expected of an average Shield Field Operative. You can hold your own in a fight, but what you truly specialize in is analysing situations and data.

Heart [200 CP]: What makes Coulson special? He isn't the strongest; either May or Grant could beat him to a pulp. He isn't the smartest, FitzSimmons can give Stark a run for his money. He doesn't have powers, at least nothing compared to Quake. So why is he the one in charge? Because of his heart. He is a compassionate man who can connect well with people; you now have that same quality.

Clearance Level 8 [400 CP]: You are a high-ranking Shield Agent, Level 8 to be exact. As such, not only do you have clearance within this jump that others lack, you also have a commanding authority around you that makes others want to follow your lead. People under you will look up to you and will do their best to live up to your expectations.

OG Avenger [600 CP]: The Original Avengers all survived the Invasion, Ultron, the Snap, and more. There is a reason for that beyond just their good looks. They all have what some might call 'plot armor', something Coulson and now you share with them. When facing overwhelming odds, when others are sure to fail, you might- just might- pull through if you persevere hard enough. But beware, this is not a guarantee; the Avengers still do lose, and so can you. Also, I heard Romanoff died, so it is not a guarantee you'll even survive.

POWERS

Elemental-Kinesis [Varies]: Pick an element from the list, you will have a certain degree of control over it: fire, water, earth, wind, lightning, ice.

For **100 CP,** you can produce small bursts of the element of your choice.

For **200 CP,** you have a far greater degree of control over your element; you can destroy a small building if you were to unleash your full power.

For **400 CP,** you are now one of the more powerful enhanced beings. You can currently destroy a building if you unleash your full power, but you have the potential to be a city-wide threat.

For **600 CP,** you are a potential planetary threat. Right now, you are not quite that powerful; it would be difficult for you to even destroy a building, let alone the planet, but you certainly do possess the potential, and if you work hard, you can reach that level of destructive power by the time you are about to leave the setting (10 years).

For an additional **100 CP,** you can pick a more complex element: gravity, electromagnetism, telekinesis, or weather. Fully upgraded gravity power would make you comparable to Graviton.

Knife Conjuration [100 CP]: You can summon knives at will. That's it, nothing super fancy, but certainly a deadly ability in the right hands.

Super Soldier [200 CP]: Captain America is by far the most famous Super Soldier in the world; heck, he is the most famous superhuman. Many tried to replicate him; some came close, some succeeded. You are one of the success stories, as you possess physical augmentation on par with Captain America himself- you can choose whether or not this gives you a buff physique since only Roger's really got bigger.

Life-Force Absorption [200 CP]: You can absorb the life-force of others through physical contact. You can use it to heal yourself, and even slow down your own aging process, potentially living indefinitely. This can also be used to kill others.

Telepath [200 CP]: You can read the surface thoughts of others within a 50-foot (15 meters) radius of you. You can also transmit your own thoughts, allowing you to communicate without others noticing. This, however, does not provide you with a method to control others or influence their minds.

Shapeshifting [200 CP]: You have limited shapeshifting abilities. Limited in the sense that you can only replicate the facial structures, not voice, hair, or even height. It might take a bit of espionage skill to pull off the successful replication of others.

Super-Speed [300 CP]: You can run at superhuman speeds, even faster than Super Soldiers. You start out being able to run 180 meters per second. With this power alone you will never reach above Mach 2. Taking this alongside **Super Soldier** will make you comparable to Quicksilver… the Fox Version, so you don't have to worry about bullets too much.

Asgardian [400 CP]: You are not from around here, are you? Well, maybe you are, maybe you aren't. Regardless, you are physically comparable to an Asgardian Warrior such as Sif. You are faster, stronger, and more durable than a Super Soldier, and can casually plow through armed Specialists comparable to Melinda May and Grant Ward. If you want, you can be an Asgardian or a human with special gifts. Also, your lifespan can now be measured in millennia instead of decades. Taking this alongside **Super Soldier** will make you comparable to Thor- at least physically. In order to truly match him, you might want to take full upgraded Weather Manipulation.

Absorbing Replication [400 CP]: You can duplicate at will the physical properties of anything you touch or that touches you. Transforming into certain elements will grant you varying degrees of superhuman physical characteristics as well as unique abilities in case you absorb elements such as Gravitonium or Vibranium.

Teleportation [400 CP]: You can teleport from one area to another; anyone you are in contact with is teleported alongside you. The range of your teleportation is planetary, but you need to have a general idea of where you are teleporting. You can also release a reflective blue energy when teleporting, although some strong people like Sif might be able to resist this effect.

Lash [400 CP]: You can transform into a monstrous form- no, not a Hulk, but still pretty powerful. You are physically comparable to an Asgardian, have a regenerative healing factor, and can release energy blasts capable of melting a metallic door in seconds. [1]

Possession [400 CP]: You can take a non-corporeal form and possess others. While in non-corporeal form, you are immune to conventional weaponry, but cannot affect others physically either.

Precognition [400 CP]: You can see the future. The futures you view are not always pertaining to you personally, but they are always significant events that will take place. This will act as a precognitive warning system, giving you an idea of major threats and opportunities that are going to take place, and giving you a general idea of how you can stop them.

Sense Manipulation [600 CP]: You can feel and, more importantly, manipulate the senses of others- including pain. You can control these senses to the point of complete physical and mental domination. If you desire it, you could even shut down all human senses completely, killing those under your control. But beware, this power requires physical contact and does not work on beings more powerful than you and artificial beings.

Quake [600 CP]: You have the power to manipulate and enhance vibrations. This power is fairly versatile as you can use it to create earthquakes, shockwaves, and even tap into the vibrational energy of everything around you. In an alternate timeline, this power was used to destroy the planet, although it was never developed to that level by Daisy, so it might take you a while before you can do something like that.

Mind Control [600 CP]: You have control over a certain group of people. This can be Inhumans, Kree, Asgardians, Gamma Mutates, Humans (unpowered), Males, Females, or even Artificial Intelligences. The ability is activated through your voice, but beings with immense willpower can resist that, requiring physical contact. In future jumps, you can choose which group you want to have control over; you decide while entering the setting and cannot change it until the next jump starts.

Spirit of Vengeance [800 CP]: You possess the Spirit of Vengeance. Normally, this would be a curse, but since you are paying with CP, the Spirit cannot take control of you unless you allow it. You can- at will- transform into a skeletal humanoid engulfed in flames, with your flesh burning off to ashes. In this form, the Spirit of Vengeance is seen, but you still retain control, unlike others in your situation. You are able to channel the spirit's powers to a degree even in your human form, but your powers are greatly amplified while transformed. While transformed, you possess all the powers a Ghost Rider typically possesses, including superhuman strength, durability, agility, regenerative healing factor, hellfire, flame inducement, dark matter detection, empathy, non-physical interaction, portal creation, and the infamous penance stare. Even in your human form, you are stronger than most Super Soldiers and can summon hellfire flames and imbue them in items you are holding. [2]

ITEMS

Item trees are discounted to the origin; General Items are non-discounted, 100 CP items are free to the origin. Discounts are 50% of the original cost. Items can be imported into fitting counterparts.

General Items

Official Vehicle [Free/200 CP]: Shield frequently issues their agents and some consultants with a car or at least a motorcycle. You can choose a single vehicle of your choice that was released to the market in your original world before September 2013. This item can only be taken once.

For **100 CP,** you can grant the vehicle fight mode- similar to L.O.L.A.

For **200 CP,** you can have the exact same replica of the Bus Coulson and his Team used. It seems Fury thinks very highly of you- you didn't happen to die in the Battle of New York, did you?

Badge and a Gun [100 CP]: You have a badge and a gun. Most people will give you the same deterrence they would give to police officers if you show them the badge. The gun is a regular pistol of your choice.

Pick-Lock Device [200 CP]: A small explosive device used by S.H.I.E.L.D. agents to quickly breach secured doors by damaging or destroying the door's locking mechanism in an unsubtle but very effective way. Since you are paying with CP, it is capable of unlocking any door, even doors made of equipment such as Vibranium- so the explosion scales. If used, you'll find an exact replica the next day in your pocket or warehouse- whichever you prefer.

Zephyr One [400 CP]: A mobile airborne command plane that is designed by Leo Fitz in a possible future. It was used by Shield to travel through space and time, although yours does not seem to possess time travel capabilities. [3]

S.H.I.E.L.D. [600 CP]: Strategic Homeland Intervention Enforcement and Logistics Division… God, someone really wanted the initials to spell out Shield, didn't they? Maybe changing the name might be for the best. Luckily, you are now in charge of Shield and can make these kinds of decisions. What this entails is that you replace Nick Fury and are now in charge of the biggest Shadow Organization in the world. In future jumps, you can insert Shield into the setting as you see fit.

This comes with an academy that trains recruits equal to any other intelligence agency, with a focus either in Communications, Operations or Science and Technology. Within a year each graduate will have the skills of their department with the morality of your choice ingrained into their psyche. As the director you can add additional skills and subjects for your agents to learn.

Consultant Items

Computer [100 CP]: You have a Stark Brand laptop, more advanced than what you might find in your old world, that's for sure. It is solar-powered and has access to unlimited Wi-Fi. If the setting you are in doesn't have access to a form of internet, the Wi-Fi is of the MCU world.

Safe House [200 CP]: A small house far- far away from everything Shield-related. There is working electricity, internet, water, a toilet, a desktop computer, a TV, and a fridge that never seems to go empty. You become completely untraceable and safe once you enter the house, even if someone was following you to the doorstep. Once you enter it, they will assume you suddenly teleported away and stop looking for you there.

Nature Max Supplements Fish Oil [400 CP]: There are 30 pills in the capsule, each of which can make an Inhuman undergo Terrigenesis upon consumption, granting them a power that represents their inner self. If a regular human consumes a pill, nothing happens to them; you just wasted a pill. Every jump- or every 10 years, whichever is shorter- you'll get a refill in your supplement. In future jumps, there is a 10% chance a local will awaken a power.

Di'Allas [600 CP]: You are in possession of Di'Allas- which are better known as Monoliths. These are three powerful objects from a non-corporeal realm that have power over space, time, and creation, respectively. The Time Di'Alla is a powerful artifact with time travel capabilities, it can be used to send you or others to any time period you are thinking of while holding onto the Monolith. The Space Di'Alla was said to give its user the ability to control space, although this capability was never exploited in the show so for jumps sake it is capable of opening a portal to any location within the Universe as long as you can imagine it. The Creation Di'Alla is arguably the strongest of the three, it can read into the mind of anyone nearby and generate tangible recreations of their greatest fear.

Scientist Items

Tablet [100 CP]: The Shield Scientists can almost always be seen carrying a tablet. The tablet is connected to three small drones you can use to scan objects from a far distance and get an overview of what you might be dealing with.

This can be purchased multiple times to get other Shield gadgets like the Photostatic Veil or the Backscatter Glasses; although you will not have discounts on further purchases.

Gravitonium [200 CP]: A rare, high atomic number element that possesses unique gravitational properties. Gravitonium has an atomic number of 123 and an atomic mass of 308. You get 12 feet diameter of Gravitonium. Or if you prefer, you can use this to get another rare element that exists in Marvel, such as Vibranium, Uru, or Adamantium. This item can be purchased as many times as you please; all further purchases are discounted to Scientist Origin.

A.I.D.A. [400 CP]: Artificial Intelligence Digital Assistant. You developed an Artificial Intelligence that even Melinda May can't distinguish from humans. It's even more advanced than Tony Stark's J.A.R.V.I.S., and is completely loyal to you. She or he has an android body that can overpower supersoldiers with relative ease. And yes, you can design the android body as you wish.

Book of Spells [600 CP]: The Darkhold is perhaps the most dangerous item that has made an appearance in Agents of Shield. Not much is truly known about the Darkhold, but it has a special connection with beings who are related to the book itself- including Scarlet Witch and the demon Chthon-, dark matter, the Dark Dimension, and dark magic. Many logic-defying inventions were created by studying the book, including but not limited to: Quantum Particle Generator, Quantum Batteries, Inter-Dimensional Gate, Laser-Coupling Gloves, Life-Model Decoy Body, Project Looking Glass, and Corvus. Within the book, there is endless knowledge, but beware of the corrupting nature of it.

Specialist Items

I.C.E.R. [100 CP]: The Incapacitating Cartridge Emitting Railguns, an upgraded version of the Nigh-Night Guns FitzSimmons is currently working on. It is a non-lethal pistol with firepower capable of knocking out Super Soldiers and even giving Asgardians a pause.

This can be purchased multiple times to get other Shield weapons like the Shotgun-Ax or a pair of battle staves; although you will not have discounts on further purchases.

Berserker Staff [200 CP]: An ancient Asgardian weapon left behind on Earth centuries ago by an Asgardian soldier, he is currently a Professor of Norse Mythology. Anyone who touches the staff- Human or Asgardian- receives an adrenaline rush, granting them super-strength. While wielding the staff, a human would be able to match an Asgardian, while an Asgardian would find their strength doubled- basically, it increases one's strength by a level comparable to an Asgardian Warrior. Normally, you would face intense inner rage and hatred for centuries upon using the staff, but since you are paying with CP, that nasty drawback does not seem to affect you.

Trust Fund [400 CP]: Your family is rich, I am talking Tony Stark levels of rich… okay, maybe not Tony Stark, but their net worth is in mid 10 digits in US currency. While you may or may not have communications or even a good relationship with them, they set you up with a trust fund that provides you with a monthly allowance of a million dollars. In future jumps, it will be the setting's equivalent of a million dollars.

Mjølnir [600 CP]: Wow, I didn't know the hammer made an appearance in the show. It didn't? It was only mentioned? Oh well, fine. This isn't the hammer anyway. This is a top secret weapon Shield developed based on Thor's Hammer, granting its intended user- you and anyone you deem worthy- powers of Thor on a bad day. While wielding the weapon, you will be physically comparable to Loki- not Thor, but can at least trade blows with him-, release a jolt of lightning from the hammer, and fly at Mach 1 speeds.

Operative Items

Shield Suits [100 CP]: Most Shield Agents wear a professionally tailored suit. You are no exception. You are granted three special suits (black, navy blue and charcoal gray), perfectly tailored to your body type. The suits have kevlar sheets sewn inside them, allowing them to stop high velocity projectiles by absorbing and dissipating the impact upon contact. Did I mention the suits are washing machine friendly?

Destroyer Armor Prototype Gun [200 CP]: You know the weapon Coulson used to shoot Loki in Avengers? Yeah, this is it. A weapon capable of seriously injuring the God of Mischief is now within your possession.

Improved GH.325 [400 CP]: You are in possession of three vials of a miracle drug that can bring back someone from the dead, provided they have been deceased for less than a week and the body is relatively intact. It can also be used to heal any injury or disease. If used or lost, you are given new vials at the start of each jump or 10 years, whichever comes first.

Slingshot Vault [600 CP]: Shield has been around for decades, they have specific guidelines on how to deal with dangerous items to prevent them from falling into the wrong hands- Slingshot Protocol that fires dangerous objects into space. At least that's what most high-ranking agents think. In reality, there is no such thing as Slingshot; Shield is not selfless enough to give away all these goodies. They kept everything of true value Shield has confiscated over the years- with the exception of Loki's staff and the Di'Allas.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own for free and 600 CP to spend on perks, powers, and items.

The Team [300 CP]: You want to bring your companions to make your own Team? Fine, go ahead, you may import up to 5 companions. They gain an origin of their own for free and 600 CP to spend on perks, powers, and items.

Canon Companion [100 CP]: Do you want to bring someone along? Perhaps you want to bring along Fitz, Simmons, May, Coulson, or even Ward- not judging, lots of people like bad boys. Pick a canon character without superpowers, and you will be guaranteed to meet them shortly after the jump starts, they will have a favorable view of you, and you can bring them along with you, provided they agree to come along with you.

Inhuman Companion [200 CP]: Perhaps bringing along a 'regular' person isn't your cup of tea. Do you want to bring along someone with superpowers? Don't worry, you can. Pick a canon character with superpowers (dormant inhuman gene counts as a power), and you will be guaranteed to meet them shortly after the jump starts, they will have a favorable view of you, and you can bring them along with you, provided they agree to come along with you.

Mary Sue Poots, Skye, Daisy, Quake [100 CP]: Damn, she has a lot of names. Shortly after entering the jump you will meet with Skye and she will have a favorable view of you. You can bring her along with you provided she agrees to come along.

Doctor [100 CP]: Who is this genius Shield Science Academy graduate that seems to be interested in you? They were in the same graduating class as FitzSimmons and actually finished above them. Yes, you can design their look as you please, but they do have a thick German accent. I wonder why that is.

Ex-Wife [100 CP]: You have an ex-wife (or ex-husband). You met her on a spring night. She was on the pier, facing the Outer Banks; the moonlight glinting off her face. She resembled a goddess. Of course, that was her cruel trick. Your relationship with her is rocky at best, but she is a Shield Agent second only to the likes of Grant Ward and Melinda May.

Robin Sparkles [100 CP]: “A lot of [agents] lost respect for Fury when he picked [Maria Hill] as his second. If he picked an eye candy around he could have at least picked Romanoff”. Jokes aside, this is a highly skilled Shield Operative that is loyal to you. They are not as combat capable as specialists like May, or smarter than scientists like Fitz, but they are most certainly someone you would want around while running day-to-day operations of the agency.

Jasmine [200 CP]: This is Skye’s twin sister; she has been raised in the Afterlife by her mother. She shares many of the same values as her mother and has awakened the same powers as her sister. You’ll meet with her shortly after entering the jump, and she’ll have a favorable view of you.

Avenger [200 CP]: So you want to bring along an Avenger with you- one who did not make an appearance in the show? Perhaps Thor, Captain America, Iron Man, Spider-Man, Black Widow, or maybe even one of the Maximoff siblings? Or perhaps one of their villains, like Loki or Thanos? Well, now you can bring them along, provided they agree to come along with you. [4]

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Marvel Toggle [+0 CP]: You can use this jump to supplement any other Marvel Jump.

Fanfic Toggle [+0 CP]: You can use this Jump to enter any Marvel Fanfic instead.

Agent Carter Toggle (This can't be taken with Full MCU Experience) [+0 CP]: You can use this Jump to enter the MCU when the Agent Carter series is taking place.

MCU Toggle (This can't be taken with Full MCU Experience) [+0 CP]: Let's be honest, MCU has gotten far more complicated post-Endgame. Multiverse, Time Authorities, and Cosmic Beings. You can choose which movies and TV shows are considered 'canon' post-Endgame.

What If Grant Ward Wasn't Hydra? [+0 CP]: Did you also think Grant being a Hydra Agent was forced? Then this option is for you. Grant is no longer a Hydra Agent; he was a Shield Specialist trained under John Garrett, not a secret double agent. This will derail the plot quite a bit, so be mindful when choosing this.

Extended Stay [+100 CP]: You will have to spend 10 more years in this Jump. You can take this drawback as many times as you want, but only the first one gives CP.

British Accent [+100 CP]: Why is this a drawback? Many people like the British accent. Oh? Is this a scouse accent I hear? Okay then. You have a very heavy scouse accent, not many people can understand you at first, and this will make communication difficult. Trying to use telepathy or talking in a different language will not circumvent this issue; your accent will persist. Also, you have an understandable dislike of those wankers- Manchester United. [5]

Inhuman [+100 CP]: You are not entirely human. One of your ancestors was experimented on by the Kree, and you somehow underwent Terrigenesis to awaken powers. To show that, this drawback can only be used as a stipend for the POWERS section.

Consultant Hours [+100 CP]: Shield does not exactly have a generous benefits package. You are on call. All the time. Day, night, weekends, holidays, if something weird happens somewhere on the planet, your phone is the first one ringing. Sleep is a luxury you will learn to live without.

Red in the Ledger [+100 CP]: You have a past, and it has a habit of showing up unannounced. Old enemies, old debts, old mistakes, and it will not resolve itself quietly or conveniently.

Aphasia [+100 CP]: You were in um- ah- uh- break- no- sleep- no no no- coma. Right. You were in a coma. It took you nine days to wake up, but it left you with a nasty brain injury. You now have trouble finding words, but luckily it does not affect your intellect- just remembering or explaining words.

Hydra Infiltrated Shield? [+100/+200 CP]: Well, that was a surprise to you. You forgot all about Hydra's infiltration of Shield; heck, you thought they were already gone with Red Skull back in WWII, never to come back. You'll often miss signs of their infiltration until their return is public knowledge. This will interfere with your memories of the Show and MCU to a certain extent even after learning about the infiltration. For an additional **+100 CP,** you forgot all Marvel knowledge you possess, with the exception of what your Origin's new memories provide.

The Index [+200 CP]: Congratulations, you have been added to Shield's Index of powered individuals. Your abilities, known weaknesses, and general profile are now on file and accessible to anyone with sufficient clearance, which, given Hydra's infiltration of Shield, is a longer list than you would like. Expect to be monitored, tested, and occasionally volunteered for things you did not agree to.

Trust Issues [+200 CP]: Something about you just rubs people the wrong way initially. Maybe it's how you carry yourself, maybe it's your history, maybe it's just bad luck. Whatever the reason, people are slow to trust you and quick to suspect you when things go wrong. Building genuine relationships will take considerably more effort than it should, and the people you most need on your side will be the hardest to convince.

Wanted: Dead or Alive [+200 CP]: You have caught the attention of a dangerous non-Shield faction. Hydra, the Watchdogs, the Inhuman underground, take your pick. They want something from you, whether that is your cooperation, your powers, or simply your absence from the board. They are not going to stop sending people after you, and Shield either cannot or will not fully protect you from them. If you take this with **The Index** the organisation will also have access to your file and make their attacks even more targeted.

Tahiti. It's a Magical Place [+200 CP]: Bad news, you died. Good news, you didn't stay dead. Worse news, your mind has been altered. The procedure to bring you back is top secret, and it has side effects that can cause total psychosis, making you carve unexplainable symbols. Your mind was altered to make you forget, giving you memories of a nice vacation in Tahiti. During your stay here- at some point- these fake memories will fade, and side effects will return, and you'll have to deal with it- you forgot how the show fixes the problem so good luck.

Inhuman Looks [+200 CP]: You are not necessarily an inhuman, but you certainly look inhuman. Maybe you have blue skin like a Kree or have spikes all around your body like Raina, or something minor… like a flaming skull. The physical mutation is something major that makes it clear you are not a regular human. Trying to hide this in any way, shape, or form will fail at the most inopportune times.

Secret Operative [+200 CP]: You are a double-agent. Perhaps you secretly work for Russians, Chinese, or, more than likely, Hydra. They will expect you to complete missions for them. If you refuse, they will release all files they have on you, which includes anyone you care about, all your abilities, powers, perks, and items you brought with you, as well as what you purchase here, and any weakness you may possess.

Full MCU Experience [+200 CP]: You will be drawn to every MCU movie taking place between September 2013 and September 2023, or longer if you have taken **Extended Stay**. If you derail the plot, you will find yourself drawn to a whole new situation with a similar degree of threat.

Hail Hydra [+300 CP]: Remember, compliance will be rewarded. You have been brainwashed by Hydra. They have you under their control, and none of your powers, perks, items, or abilities that were supposed to resist or prevent their control over you seem to be working. Hopefully, someone can break you out of their control.

Avengers-Level Threat [+300 CP]: You are wanted by Shield. They declared you an Avengers-Level Threat on par with the likes of Loki, Ultron, and Thanos. They and their allies will do everything in their power to either capture you or kill you for good. Either works for them. If you are imprisoned at the end of the Jump, it will count as Chain Fail.

Demonic Possession [+300 CP]: You are possessed by an entity. This being takes control of you when the sun goes down to do whatever it pleases. You have no control over it, and it will have full access to your powers, perks, abilities, and items.

Locked Away [+300 CP]: All your out-of-jump powers, perks, items, and companions will be locked away. Your body-mod add-ons, as well as your warehouse, are likewise locked away for the remainder of the jump. If this is your first jump, feel free to take it. This place is very dangerous.

K.E.V.I.N. [+600 CP]: Knowledge Enhanced Visual Interconnectivity Nexus is an enhanced artificial intelligence that is the author of the Marvel Cinematic Universe. He is the one who decided to kill Tony Stark, only to bring RDJ back when the ratings get a dip. He is the one who said fuck this show's premise, I want Shield to be Hydra. He also knows and doesn't like the fact that you were inserted into his story. He will throw everything he can to correct that mistake. [6]

NOTES

[1]: *For more detailed information about what Lash can do, check out the link: https://marvelcinematicuniverse.fandom.com/wiki/Lash#Powers*

[2]: *For more detailed information about what Ghost Rider can do, check out the link:* https://marvelcinematicuniverse.fandom.com/wiki/Ghost_Rider#Powers_and_Abilities

[3] *For more detailed information about what Zephyr One can do, check out the link: https://marvelcinematicuniverse.fandom.com/wiki/Zephyr_One#Design_and_Capabilities*

[4]: *You can take any MCU character you want as a companion, with the exception of Comic Beings like Celestials, Death, Eternity, Galactus, and Living Tribunal.*

[5]: *Scouse Accent:* https://www.youtube.com/shorts/N4i9m7F7mnQ

[6]: *Kevin will act like a deranged author who will send scaling enemies at you, starting with street-level thugs, but eventually you might have to face Infinity Armor Ultron, Celestials, Mephisto, or even an alternative version of yourself.*

[7]: *You can find Infinity Stones within the setting, but bringing them along does not serve a purpose beyond using them as a paperweight.*

ENDINGS

Well, you survived your 10 years here- or however long if you took the ‘Extended Stay’ drawback. All drawbacks are revoked. And there’s just one choice left now.

Return: It’s been fun, but after this, you’ve had enough... It’s time to go home.

Stay: Go home? This is your home now, and so you’ll stick around here.

Move On: You’ve had your fun here, but now it’s time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.

CHANGELOG

v0.1: Development Stage

V1.0: Initial Release

V1.1: Changed the cover image. Changed the 600 CP Item of Consultant line from **Afterlife** to **Di'Allas**. Changed 100 CP Item of Operative line from **L.O.L.A.** to **Shield Suits-** inspired by John Wick suits. Give the option of Flight Mode for the **Official Vehicle** item for 100 CP. Changed **Super-Speed** from 200 CP to 300 CP- Quicksilver (Fox) level speed is now 500 CP. Edited **Hydra Infiltrated Shield?** drawback. Added **Aphasia** drawback. Added **Mary Sue Poots, Skye, Daisy, Quake** companion in case you want to bring Skye along but don't want to pay 200 CP.