

Welcome to the world of the Fantastic Four. Oh not the comics that you may be familiar with, but their first television series. This is a world much like that of the comics, though where the Fantastic Four have been established for some time before what would normally be some of their earliest adventures, and less connections to other heroes.

This world is a little sillier, a little less detailed, and a little more childish than the version you might be familiar with. Still this is a world of heroes and adventure, where one team – and family – must protect the world from threats ranging from mad men with nuclear bombs to planet devouring space gods.

Will they have to defend the world from you? Or will you come to their aid? Whatever you choose to do, welcome to the world of the Fantastic Four 1967 Cartoon Series. To help you with your time here take these:

+1000 Cartoon Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Otherworldly: You are not from the world of humanity. Maybe you're a Pacifican from beneath the sea, a skrull from their alien world, a being from some subatomic world, or something else weirder and wilder still. Of course maybe you're just really not from this world appearing without any new memories or connections in it as a drop-in.

Adventurer: You are an adventurer, and possibly a hero. You are someone who has set forth on a life of adventure and excitement, pushing into the unknown and discovering new, strange frontiers and worlds. If you're a heroic sort you could even be part of the Fantastic *Five*, an additional member of that momentous crew.

Scientist: You are a scientist, or maybe an ex-spy. Either way you use your intelligence to match your wits against the mysteries of the world. Whether you're exploring the unknown, or simply pushing the envelope of science is up to you.

Villain: Oh, you're not a hero. You have a history as a villain, probably, though not necessarily, having fought the Fantastic Four before. Perhaps you'll turn over a new leaf, or take over the world with your powers; where your future lays is in your hands.

Location:

If you drop in you will arrive in New York City. Otherwise you will appear at a location appropriate to your background in this jump.

Age and Gender:

If you drop in your age and gender are the same as at the end of the last jump. Otherwise your age and gender are appropriate to your background in this jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Grimm Reaper (100 CP): You are an excellent pilot of flying vehicles. You find it easy to adapt your skill to other vehicles designed to travel in 3 or more spatial dimensions whether they be aircraft, spacecraft, submarines, or something stranger still.

If you served in WWII you were definitely in contention for the world's best fighter pilot.

Otherworldly Perks

Stellar Navigation (100 CP): You know how to navigate by the stars alone. Whether this is finding your way across the sea or land by observing the stars, or eyeballing a path between planets by using the stars as a guide.

Warlord (200 CP): You know how to lead men in battle, and how to run an army. You could easily slot into the role of a general or a military commander in chief. This comes with some skill in civil administration as well. While you'll not be re-writing the Art of War, at least not with just this, you're a capable warlord, and with a sufficient army behind you could feasibly conquer a kingdom or a world and continue running the existing government apparatus afterwards if you could avoid heavy dissent.

Surfer of the Spaceways (400 CP): You seem to have been built for travel through outer space. You no longer need to breathe, eat, or drink, and can resist the extreme cold and heat of outer space – admittedly this is easier than resisting far lesser temperatures in an environment – without issue.

Also if you can fly, or otherwise propel yourself through space you will find that by traveling outside of the gravitation field and atmosphere of large stellar bodies you are capable of effectively teleporting between solar systems. You'll need to fly far enough from planets (and in a straight line) to do this, and you'll have to go quite far – a fair deal further than the moon is from the Earth – but once you have you will just sort of teleport through the void of to another solar system. Maybe you're passing through subspace.

Tyrant (600 CP): You will find that when you rule – with an iron fist or otherwise – that it is extremely hard to get rid of you. You do need to firmly establish your rule first, but once you have it's very hard for you to be removed from power. Events seem to conspire to protect you from internal rebellion, or even disasters that would end your rule. It's not impossible for you to be removed from a position of rulership once you've obtained it and established yourself, but it would take something fantastic from outside of your rule to do so; something like a set of superheroes – or a particularly impressive supervillain – from another world coming in and even then opportunities to hold onto your rule would tend to present themselves if you could swallow taking them; such as abandoning the chance to further increase your rule, or even an enemy of theirs giving you a chance to ally with them.

This perk will do nothing, however, to help you establish your rule.

Adventurer Perks

Fantastic Fitness (100 CP): You are physically quite a specimen. While you'll not be breaking world records or reaching comic book 'peak human' status, you lack any clear physical disabilities, are fit enough to match a professional athlete, are stronger, faster, and healthier than average, and even your other physical qualities like your senses and immune system are clearly above average. This also means you look better than average too. None of this is outside of the range for normal (real world) humans, or even best in the world, but all of it will be noticeably above average.

Fantastic Finesse (200 CP): You possess fantastic control of your attacks and dangerous powers. While this won't improve your aim or power efficiency, you can ensure that your attacks are not lethal, or even that they won't hurt individuals you don't intend to. You could burn the armor off of someone without burning the person inside. This can even extend to secondary after effects; you could melt steel and then it'd not be any hotter than enough to make someone say ow and pull their hand away a moment later if you don't intend to burn them. This can also be used to merely ensure your attacks won't be lethal or cause permanent harm.

Your control is less perfect when it comes to inanimate objects, but you are extremely good at avoiding collateral damage.

Fantastic Fame (400 CP): The fame of your adventures and deeds spreads unusually quickly and easily. If you perform deeds of villainy stories of your power and the danger you represent will spread to fill the world with terror at the idea of opposing. If you perform deeds of heroism stories of your goodness and heroics will spread to fill the world and garner you a celebrity status.

Either way, so long as you do not abuse your powers, people will put trust in the fact that you do not, and you will find that they do not fear the superman (at least when it's you) unless your actions make it a justified fear. Though do be careful, if you abuse your powers even if no one finds out this protection against doubt will be lost.

Fantastic Family (600 CP): There's something about danger to your family – whether by blood or by choice – which stirs something in you. When your family is in danger, you will find your strength of will renewed, and empowered beyond the norm, both in reserves to draw on and sheer power of output. It's not just your willpower, however, but your power in general, as you seem to be able to push beyond your normal limits when you're fighting to save your family from danger.

Scientist Perks

OSS Agent (100 CP): You have the training and experience of an OSS (Office of Strategic Services) agent who worked behind enemy lines during WWII. This means you're a fully trained military intelligence officer who has put those skills to the test in the most devastating war humanity ever fought.

If you're a Drop-In you just get a skill upload without memories of WWII.

Careful Math (200 CP): You can do rocket science, and super advanced math casually in your head, and probably while distracted. You don't get sloppy with your math or mess it up, and your speed of calculation is downright inhuman. You could look at a page of Victor von Doom's mathematical project notes and fix his math at a glance. It's like you're a living calculator.

Idea Guy (400 CP): You have a cool head in dangerous and emergency situations. More than simply not panicking, you have excellent situational awareness, picking up details of what's happening around you, and you think particularly quickly during an emergency. You are particularly skilled in coming up with plans and solutions for dealing with the powers of enemies during the middle of a fight.

Brilliant Scientist (600 CP): You are gifted with a brilliant scientific mind and genius. You excel at figuring out alien or unfamiliar science and technology, quickly deciphering how to use it even with the most advanced technology, and being able to come to a comprehension of the scientific principles behind it much more quickly than usual. Beyond technology and science, you are also gifted in identifying how to interact with strange or anomalous events, abilities, and (super) powers, and figuring out how to analyze, how they work, and how you can interact with them. Your hunches and first guesses are unusually good and even when they aren't correct tend to give you a good idea where to look next.

Given time you can figure out the science behind anything. And you'll need a lot less time to do so than most scientists would.

Villain Perks

Monologuist (100 CP): You know how to craft a good (villain) monologue, making your introduction of yourself, your motives, your origins, and your goals surprisingly entertaining. More importantly, people are seemingly loath to interrupt you when you are speaking as long as you're not obviously stalling or doing something like casting a spell or using hypnotic mind control powers. If you're just talking your enemies are oddly willing to hear you out. They might not care what you said at the end, but they'll let you say it.

Luring Them Out (200 CP): You're surprisingly good at luring your enemies into traps. You are good at figuring out what it would take to get an enemy to extend themselves and come to a place of your choosing. This could require deception, such as pretending to be an old rival, or bait, like an advertisement of a sale of a private island, but you are easily able to figure out what it would take to get enemies to come where you wish them to come. Managing the resources and logistics of what follows that understanding is on you, though your enemies do seem a bit more oblivious to signs that it's a trap, or at least one set by you, until they get there which ought to help.

Lair Construction (400 CP): You are highly skilled at the construction of villainous lairs and heroic bases, being an adept in the field of superscience architecture. You know how to build buildings that can survive super powered fights within them, and if not stop an annoying intrepid team of hero-adventurers at least slow them down and force them and threaten them. You are particularly good at the construction of death traps; not the kind that cause instant death, but those that cause a slow one containing the victim until it can happen. It's not impossible for these traps to be escaped, but you find it strangely easy to make superscience devices for this purpose.

I Believe It's the End of Him (600 CP): Your foes and enemies are oddly willing to take your defeats as permanent and not the minor setbacks they so often are. They are strangely unlikely to hunt you down to make sure the job is finished, or follow up on your future actions after you are defeated, at least if your current plan is obviously in shambles and it's not just a tactical retreat. When you're left in an exploding building, a crashing vessel, shrinking to nothing, or otherwise in a potentially lethal situation when last they saw you, they're even strangely willing to assume you're dead. Maybe someone who has seen this often enough or is particularly paranoid might resist this, but generally your defeats are assumed to be permanent and seeming death is assumed to be actual death even despite your powers, wits, and survival of seeming deaths before.

Helping with this is that you just don’t seem to be able to die from exploding bases, crashing planes, or really unless someone stops and makes certain you’re actually dead. If someone thoroughly obliterates your corpse, this won’t help you survive, but if they leave any doubt, you’re very good at avoiding the final end. And given the rest of this perk’s effects it’s a rare individual who would even think to double tap you.

Powers:

Powers purchased here will always extend to your clothing as well. If you can turn yourself invisible your clothing (but not other objects) will turn invisible with you. If you can stretch your clothing will stretch with you. If you can turn insubstantial it will extend to your clothing as well.

Alien Appearance (Free/50 CP to keep): You have an alien appearance like that of a skrull, the Silver Surfer, or the Thing. This won't give you any non-cosmetic benefits, but you do look clearly inhuman which can be useful. This can be used to be a Skrull, or coupled with Aquatic be a Pacifican. You may also use this to be some variety of mundane ape, gaining the size and abilities of an ape. If you want to be an ape.

If you pay 50 CP to keep this not only will it become an alt-form post-jump but you can apply it like an aesthetic filter to other alt-forms. This won't change their actual capabilities, and you won't be turning a quadrupedal form bipedal, but you can modify the appearance in a manner in keeping with your alien appearance.

Aquatic (50 CP): You are able to breathe underwater like a Pacifican. You can still breathe air too.

Giant (50 CP): Like Blastaar, Uatu, or Galactus you tower above normal humanity. You stand from ten to twenty feet tall. This will give you an increase in your strength and durability, and the detrimental effects of the square-cube law are significantly lessened for you.

If taken with **Most Powerful Being in the Whole World** your strength is comparable to Blastaar's, surpassing the Thing's, but not necessarily to the full extent of the Super Skrull.

Post-jump this giant stature becomes an alt-form.

Immortal (50 CP): You no longer age beyond your prime. This does not prevent other forms of death, but time will not end you.

Energy Bolts (100 CP-600 CP): You are able to project energy bolts from your hands. For 100 CP these are a threat to humans and vehicles that are less armored than a tank. For 200 CP they are instead comparable to the Human Torch's fire in generalized destructive potential. For 400 CP they rival Blastaar's own, capable of overpowering the

Human Torch's flame, threatening the Thing, overpowering Invisible Girl's forcefield, and causing nearby buildings to shake as if from an earthquake. At this level your energy bolts are also capable of projecting you through the air like rocket thrusters if you allow them to, allowing you to fly at great speeds, though with far less maneuverability than **Flame On** would give you.

For an additional 200 CP you can solidify this energy into solid energy around your target, forming an energized crystal around them. The more powerful your energy bolts, the more powerful the energy of this crystal is. At the Blastaar level, it'd be capable of sending the Thing flying if he tried to touch it, and could even hold (this world's) Galactus for a time. If you purchase the 400 CP level you may trade the ability to fly it would grant you to take this upgrade for only 100 CP (500 CP total), if you do not trade the ability to fly (and take this for 600 CP) you will instead have it no longer require active rocket propulsion from your hands improving its maneuverability substantially though this flight will not be as fast (you can still use rocket propulsion if you wish).

Invisibility (200 CP): You possess the ability to turn yourself completely invisible to the visible spectrum and far enough into the infrared and ultraviolet that most Earth animals cannot see you.

Radar Sense (200 CP): You possess a 'radar sense' which allows you to sense the position of objects at a range without light similar to how radar functions. This can't pass through solid objects and does likely have a range limit of some sort.

Flame On (300 CP-600 CP): You possess the powers of the Human Torch. You are able to engulf yourself in flames – which somehow completely ignore and bypass your clothes – which allows you to fly at high speeds and with great maneuverability, and project powerful flames capable of burning through solid rock at speed, destroying tanks, and cutting through walls and other obstacles with great rapidity. Your flames require oxygen to burn, and can be extinguished by smothering you in dust or submerging you in water, and pervasive freezing cold can render you incapable of flaming on. This power also, incidentally, protects you from fire up to the extent of your own flames, and when you are flaming you seem to have increased toughness and resilience, though a heavy blow can knock out your flames.

For 500 CP this is upgraded to the level of the Super Skrull. This allows you to shape objects from your flames, such as creating a flaming scythe you can wield, and to launch more powerful antimatter fireballs, though their destructive potential and might aren't shown to be significantly above the 400 CP level of Energy Bolts; they are still powerful

enough to overwhelm the Human Torch's own flames and harm him despite his flames and resistance to fire.

For an additional 100 CP at either level you can choose another form of energy or element to project and use in this manner. Maybe you can fire electricity, ice, wind, water, or something else instead. This can't be something too esoteric – no generating Time or metaphysical Chaos – and will be roughly equivalent in overall power, though it might lose a bit of destructive force, but it might have some unique advantages: water might be potable, electricity might be able to power machines, and ice might linger in an area afterwards. It will also have comparable limitations like those on not being able to flame on without oxygen and being able to be smothered by dust or water.

Immobilizer Thought Waves (300 CP): By meeting someone's eyes you are able to project a telepathic force into their mind which immobilizes them temporarily. This effect will eventually fade, with the strength of the target's will having influence; even the Fantastic Four could be held for a time. This also requires some amount of active focus and concentration to apply though once applied does not require focus or concentration to maintain.

Magnetic (300 CP): You possess the ability to project magnetic force from your hands like a powerful electromagnet. This can pull ferromagnetic objects towards you, or push them away, and otherwise work like a powerful electromagnet, strong enough to lift a small space rocket or to bring one down from the sky if it was left hovering out of sight above Manhattan. You can control your magnetic charge to render it either positive or negative.

Most Powerful Being (300 CP/500 CP): You are immensely strong, and durable. Your tackles can shake an entire skyscraper – and the buildings around it – and twisting a tank's main cannon in a knot isn't beyond you. You are incredibly strong, strong enough to even match the Thing known as Ben Grimm. This comes with great durability and resistance as well, letting you trade blows with one as strong as you are, or weather energy blasts and terrible flames.

For 500 CP you instead possess strength on the level of the super skrull. Lifting a 100 ton machine would be casually easy for you, and you are significantly stronger than the Thing; perhaps as much as twice as strong.

Force Fields (400 CP): You are able to project invisible fields of force. These force fields are powerful enough to withstand the full force of the Thing or Human Torch, though more powerful beings can strain them and break them in a matter of blows. These

force fields require an exertion of force of will and concentration, and when they become larger than a shield large enough to cover your body the larger they become the more effort it takes to maintain them especially against attacks.

While we don't see these forcefields being used for levitation, riding them, or bashing people in this world, it is demonstrated that by focusing one extremely narrowly with an act requiring extreme force of will and massive mental strain it can be used to drill through metal.

Stretch (400 CP/600 CP): You possess the stretching powers of Reed Richards. While these powers might not seem as flashy as the more destructively oriented powers of the Human Torch or the Thing, they render you extremely resistant to impact force – able to casually shrug off bullets and artillery shells, survive explosions, contain sonic blasts more powerful than the Human Torch's flames, and the like. Beyond this you can stretch body parts to hundreds of feet away, perform high powered, high speed punches, as well as do things like turn yourself flatter than a piece of paper to slip through cracks, expand as a ball to burst out of walls and rooms, turn your legs into literal springs, spread out in the form of a hang-glider or parachute, become a trampoline, and a vast array of other stretching powers. This does not provide you with protections from extreme heat, and extreme cold can render you brittle and unable to stretch.

For the higher price of 600 CP you possess those of the Super Skrull. You could now stretch more than 100 miles to reach into an ocean and catch a fish, and can even control your elasticity well enough to transform yourself into various animals or do this with only certain body parts like your head.

Master of Sound (600 CP): You possess an impressive array of sonic powers. You can project sonic blasts capable of felling the Thing with sustained fire; it won't bring him down in a moment, but you can hold it long enough to knock out even something as resilient as the Thing. You are also capable of creating sonic force fields roughly as powerful as those produced by the **Forcefield** power, except yours do not require constant maintenance, but instead simply require an upfront investment in power to maintain them. You can also use your sonic blasts as a sonic immobilizer which, with sufficient force to overpower the target, leaving them aware, and able to think but not able to act, even to use powers that simply require focus and concentration. Finally due to your mastery of sound you have super acute hearing, capable of easily pinpointing and targeting invisible targets.

Shapeshifter (600 CP): You are a shape shifter. You can't stretch or deform like Reed Richards, however you can take on the forms of different creatures and objects. You can't change your size too much, though some amount of change of mass and volume are both possible such that a baboon could become a larger orangutan, a smaller rifle-sized gun, or a heavy spiked ball. You are not even limited to being only one object at a time, you could turn into your volume in bricks. To replicate complex machinery you likely need some understanding of how it works, your own natural biology can mostly do so for animal forms but if you turn into a beam gun you'll need to understand how to make a beam gun if you want to shoot beams. Your transformations also do not affect your cognition or mind for good or bad, and you are still able to feel, and perceive the world even as an inanimate object which should lack sensory. This last does mean, unfortunately, that you can still feel pain, and in fact sufficient pain or injury will force you back into your true form.

Translucent (600 CP): You possess the power to become translucent, not only to light but to matter. In other words you are able to turn intangible and in this state even light passes through you. Certain esoteric energies, and frequencies of radiation may be able to interact with you in this state, and somehow you can still talk, see, and breathe, but (most wavelengths including all those within the range known as visible) light and solid objects pass harmlessly through you. This is, however, all or nothing. You're either fully intangible (but still able to breathe, talk, and see somehow) or fully tangible.

Alchemist (900 CP): You are an alchemist like Diablo. This allows you to perform a variety of miraculous, seemingly magical effects through the use of alchemy. This includes things like mind control vapors that can affect people in a nearby village, youth potions, curing the Thing, making trees grow and fruit in moments, rendering objects immune to conventional rockets and missiles, and more. However you do need to brew up potions for these effects, and all of these effects are temporary. That is to say a mind you control will eventually be freed, a youth potion will see the age reasserting itself in full, the trees and fruit grown by these potions will eventually wither and fade away just as quickly, the invulnerability will be lost, and so forth. Still your magical alchemy is impressive.

Super Skrull (1500 CP): You possess the powers of the Super Skrull, without the need for an external power source. This gives you the upgraded version of **Most Powerful Being, Stretch,** and **Flame On** (though you can't change element), as well as **Invisibility, Force Fields**, and **Immobilizer Thought Waves**.

Alternatively you may take the powers of Red Ghost and his super apes instead, giving you **Translucent**, **Shapechanger**, **Magnetic**, and the upgraded version of **Most Powerful Being**.

God (2000 CP): You possess the powers of a veritable god, or at least of molecule man. That is to say you are a master of molecules, able to transform matter in a variety of ways. While you can't create things ex nihilo, you can make objects float in defiance of gravity, transmute the air into nigh impenetrable atomic glass or a flying carpet, turn street lamps into high powered miniature jet engine fans, cause the ground to rise up several feet to form a wall, turn the ground into something else, and a vast array of other effects, having god-like power over the mater of the world.

There are however some limits to these abilities. Molecule Man explicitly could not affect living things in his first comic appearance, and while it's not explicitly stated in the show he never even tries to do so even when it would be useful to him so we must assume that limit still applies here. He is also in this version incapable of affecting electricity or anything surrounded by a (sufficiently powerful) electrical charge. Third, you are powered by a form of radiation which is still inside of you; you don't need to worry about irradiating others due to this, but if the radiation is neutralized or drained from you these powers will go with it. Finally, you require a wand to guide your powers, projecting them from it, and this means your powers can be blocked either by powerful electrical fields or solid objects in your way. A wand comes with this, and you can feasibly make a new one or possibly eventually learn to just focus it from your hand.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Vibranium Knuckles (50 CP): These are a pair of knuckle dusters made of vibranium. This metal is not only extremely hard and resilient, but it absorbs vibrations – including sound – allowing it to destroy sound based protective fields or constructs, and to drain off sonic (or vibrational) energy with each punch.

Pseudo-Image Projector (200 CP): This is a device that can record an image of what's in front of it and project it to another location with an at least global range. More than just allowing you to project an image elsewhere, it can also project sound, and if it is projecting an image of an individual that individual can hear and see through their image.

Freeze Ray (200 CP): This is a high tech pistol. Instead of shooting bullets or a directly damaging energy blast, it fires a freeze ray which will cover the target in an ice-like substance. This ice can extinguish the Human Torch's flames like any cold, but won't actually harm one frozen within it, instead simply harmlessly containing them. A strong enough individual can break free from this, and with someone like the Torch you need to make sure to hold the ray on him long enough to cover everywhere lest he generates a fire and melts it.

Gigantor (300 CP): This is a massive whale, large enough to sink or even swallow ships, with a mouth full of sharp teeth. It has arms, and is capable of emerging onto land at which point it seems to rise up and stand, though we never see the lower half of its body on land and it doesn't have legs when underwater. When on land it is tall enough to tower over the New York skyline, and it has immense strength and power, enough to shrug off the weapons of the US military, the Human Torch, and the Thing, though a particularly powerful bomb placed inside of it could destroy it.

This whale is now yours, following you not as a companion but as a pet or Follower. It has animalistic intelligence, but you possess a telepathic link with it that's sufficient to

goad it forward to attack and destroy. Calling it off is harder, though it will eventually tire of its rampage if you do not continue to goad it forward.

Blue Area (400 CP): This is a great ruined city upon the moon. It is surrounded by a breathable atmosphere, and stretches out for miles to the size of a large city-state. This area seems to generate its own breathable atmosphere, and to maintain it against the vacuum, and even to maintain the temperature within that of a temperate zone easily survivable by humanity. It does not, however, come with a water supply, you'll have to provide that yourself if you want to grow plants or live long term within it.

This blue area will insert onto an atmosphere-less moon, planetoid, planet, asteroid, or other stellar object as appropriate in future jumps and will retain modifications made to it – good and bad – but can be reset to its original default state at the start of any jump.

Subterranean Kingdom (600 CP): This is an underground kingdom of branching tunnels. It is inhabited by moloids, and seems to obtain some geothermal energy to replace the power of the sun; presumably there's some edible plants or fungus growing within it to serve as a food source though we never see it. This kingdom is fairly sizable, its tunnels spreading far and wide under the surface of the world, though yours is mostly limited to a single continent, and while the overall width and length are impressive, the area of the actual tunnels would only be a minor country on the surface. You are recognized as its king, the moloids loyally serve you, a large force of subterranean dwelling humanoid creatures.

Shrink Ray Machine (600 CP): This is a large machine, about the size of a minivan or pickup truck, that produces a shrink ray. This shrink ray can reduce objects or living creatures in size all the way down to subatomic sizes or restore them to full size. This process takes time and can be stopped partway if you wanted to shrink someone down to the size of a mouse, or only partially restore the size of some creature.

Sphinx (700 CP): This is a relatively small sphinx, though it's still the size of a house. It even has a living space inside of it, though most of its space is taken up with the fact that it is a time machine capable of traveling into the past or future. There are two warnings to bring up before using this machine, however. First, time travel is destructive and damaging to this time machine which puts a limit to how far this machine can travel through time in a single trip, and will require you to repair it before you use it again, though it will automatically repair at the end of the jump. Second, time travel shown here functioned as a closed time loop, the Fantastic Four traveling back in time as a result of

an ontological paradox where they saw the end result of their time travel; what they did in the past had already been done by them in the past before traveling back.

Ultimate Nullifier (1200 CP): This is the ultimate weapon, something that to give to humans is like giving a child who lives in a powder keg a match to play with. This weapon is potentially dangerous to the wielder, requiring a great deal of will, mental focus, and intellectual capacity to control, and is capable of deleting things from existence up to and including an entire universe. Hopefully your mind is brilliant enough to control this weapon lest you destroy the universe you wield it from and yourself along with it.

This ultimate nullifier does have the limit that it can only be used once per jump, so make sure you know what you're wanting to destroy first.

Otherworldly Items

Ray Gun (100 CP): This is a generic energy gun. You can choose between a pistol and a rifle. The pistol is theoretically more deadly than a handgun bullet, and the rifle is a threat to smaller or unarmored vehicles. Either way you don't have to worry about them running out of shots.

Alien Walker (200 CP): This is a single man war vehicle that strides across the battlefield lifted on four highly flexible legs. It's built and armored like a tank (albeit one on stilts), sufficient to take at least some blows from the Thing or Human Torch without damage, though it is not beyond the Fantastic Four's ability to quickly destroy if they had to. It has a large main gun on its front capable of quickly eradicating large rocks and boulders, as well as two smaller guns on tentacle-like mounts which allow them to fire at the sides or various other angles and which can disintegrate head sized rocks.

Power Transmitter (400 CP): This is a large device which is capable of using ultrasonic power rays to instantly beam energy across intergalactic distances. You'll need a prepared receiver – though with the right techniques this receiver can be a person – and this transmitter is not itself a power generator, but it will work to beam nearly limitless amounts of power instantly across thousands, millions, or billions of lightyears. These ultrasonic power rays can be blocked by enough rocks, or solid materials.

Surfboard (600 CP): This is a silver surfboard. This surfboard is capable of flight with speeds and agility to easily outdo any planes that humanity of this world is likely to field against you. It is also capable of accelerating infinitely through the vacuum of space, up to and including moving at speeds faster than light to cross between galaxies in a reasonable timeframe. This surfboard is bonded to you, and you may call it back to you from afar.

Adventurer Items

Fantastic Flare (100 CP): This is a flare gun which when fired into the air explodes in a distinctive symbol representing you or your team. Your Companions, or your Jumper and fellow Companions, will be able to see it in the sky regardless of the direction they're looking, or the location as long as they can see the sky and are on the same planet. Somehow they will still know your approximate location by looking at it.

Grimm Coat (200 CP): This is a trenchcoat. When you wear it as long as you're basically human sized and shaped – a gorilla would be close enough – it becomes strangely difficult to recognize your inhuman qualities such that you can pass through a city without being noticed as decidedly inhuman even if you were an extra bulky rock man, silver-skinned alien (or robot), or an aforementioned gorilla. Close inspection can identify the difference.

Amphibious U-Car (400 CP): This vehicle has four connected compartments each designed for a single passenger. It is capable of flying at supersonic speeds, as well as submerging underwater and being used as a submarine. This vehicle has built in safety capsules allowing each of the four compartments to be ejected and descend down via a parachute.

It will refuel, repair, and maintain itself when not in use.

Four Jumps Plaza (600 CP): This is a base worthy of the world's greatest heroes, or villain. By default this is a skyscraper, though you could have a castle, palace, fortress, or other building. Either way this base is built to withstand the power of the Thing and the Human Torch – at least for a time – includes a fully functional rocket launch site (potentially built fully inside of it), has its own power and water supply, comes with a defense system capable of at least slowing down the likes of the Fantastic Four or their foes, luxury suites and living space fit for the finest celebrities and world rulers, and contains a lab fully furnished for pursuing and studying super science. This lab is especially noteworthy as it is brimming with cutting edge devices for performing research, at the best level this universe's Earth can offer – and this isn't limited to publicly available technology but the sort of tools that Reed Richards or Doctor Doom would have access to – or the local jump's setting whichever is better.

Also, it's a skyscraper meaning all of this and multiple stories of luis just a small fraction of the space. There's room to lease dozens of lower stories.

Scientist Items

Matching Jumpsuit(s) (100 CP): This is a jumpsuit with an insignia representing you or your team. It's self-cleaning, self-repairing, surprisingly good at thermoregulation, and guaranteed not to interfere with your powers or be damaged by them. Self-repairing and self-cleaning jumpsuit guaranteed not to interfere with your powers.

You'll also receive an additional jumpsuit for each of your active Companions in a jump.

Junk Mail (200 CP): This is a weekly delivery of junkmail. Some weeks there will be nothing of note. Other weeks you will find scams, advertisements for vacations, directors offering you a role in a movie, or even a newspaper with reports that would interest you. When there is something of note in this junk mail it will, if followed up on, lead you to an adventure. You aren't guaranteed to gain anything other than excitement and experience from these adventures. In fact, many of them will be traps set by your enemies, but forewarned is forearmed.

Pogo Plane (400 CP): This is a high speed rocket plane capable of quickly traveling the globe. The super fuel used in it is capable of taking it to the moon and back in a single trip; though it'd take some time to actually reach the moon. It seats four.

This plane will automatically repair, maintain, and refuel itself when not in use.

If you pay an additional 300 CP (discounted for Otherworldly but not Scientist) this plane can be equipped with a more fuel efficient means of transportation as well as a means of traveling through subspace when outside of strong gravitation fields or atmospheres, allowing it to be used for interstellar flight.

Shrodinger's Gadgets (600 CP): This is not a fixed object. Instead this is a series of objects that appear one at a time in your warehouse, or some appropriate place for keeping your possessions in a jump. What it is will not be determined until observed, at which point it will be a supertech device that would be useful to you in your current situation, or some plan of yours. Maybe it's an oxyspray that lets you breathe (and even flame on) underwater, maybe it's a gun that sprays an electrified gas to prevent an opponent's super power, maybe it's a device that can detect a rare type of energy signal, or some other supertech device. Whatever it is, it won't be much more powerful than a gadget that Reed Richards might pull out as something he had tinkered with or simply had lying around – meaning no ultimate nullifiers, full blown doomsday weapons, or anything like that – or larger than a small vehicle, but it will be useful to you.

Only one of these objects will appear at a time, never more than one in a month's time, and a new one will not appear again for at least 1 week after the previous one is observed. You cannot stockpile gadgets, and before the next one appears, the current gadget will disappear so make sure you put it to good use before it does. You also won't get an identical or overly similar (you might get 2 different types of flying machines, but you won't get 2 guns that fire electro-gas to stop the molecule man) gadget until the next jump or 7 years has passed (whichever comes first).

Alternatively, if you're feeling more villainous, you can only get 1 gadget per 3 years at most – and never more closely to the observation of the previous one than six months – but it will be increased in scale and power to the level of a device that might be used by Doctor Doom or a similar villain in an attempt to take over the world. This can increase its size to that of an entire complex or base. You will not get the same, or an over close, gadget during the same jump or at least 70 years whichever is longer.

Villain Items

Dictaviewer (100 CP): This is a projector hooked up to a microphone. If someone dictates a story from their memories into this microphone it will project the story onto the screen. It'll even provide sounds as if you were watching a ~~clipshow~~ movie.

Armor of Doom (200 CP): This is a full body suit of armor. It might qualify as powered armor, though it doesn't seem to provide any superhuman strength, just enough motor assistance to help counteract its weight and allow you to move relatively unencumbered. It does have power though, as its index fingers conceal lasers or energy weapons, powerful enough to threaten ordinary humans, or destroy small objects. It is also a suit of armor, and presumably tough enough to take at least a few blows from the Thing or a fireball from the Human Torch, though either of them will make quick work of it in the end.

Inaccessible Island (400 CP): This is your very own private island. The terrain is exceedingly rough, making it very difficult for planes, or U-cars, to land on it, and it is surrounded by a reef that rises up out of the water and prevents boats from reaching it. You of course know some secret path to it, such as an ideal landing spot that is easily hidden with a camouflage covering, an underwater path through the reef, or even a place where the reef could be squeezed through and from which there is a narrow path of land that can be forded to the island. Whatever the details, this island is extremely hard for others to reach, and is fairly large for a private island with various natural resources which could be valuable.

This island will insert into an appropriate location in future jumps and will retain modifications made to it – good and bad – but can be reset to its original default state at the start of any jump.

Sky Fortress (600 CP): This is a large airship resembling an oversized submarine. It is equipped with a variety of death traps and defenses to deal with unwanted intruders, controlled from a central control room, and is capable of remaining in the air indefinitely. While missiles might threaten it, it is capable of generating a cloud to hide in, has some point defense weaponry, and comes with a machine which can generate tsunamis in the seas of the world beneath it, aiming them towards specific locations allowing it to threaten any coastal city in the world with instant destruction.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

By paying the price to import a companion a second time you may give them a 300 CP which can only be used on Powers.

If you still desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Villain (50+ CP): For every 50 CP you pay you may recruit 1 character from the show not listed here.

Fantastic Four (100 CP/200 CP): For 100 CP you may recruit any 1 member of the Fantastic Four. For 200 CP you can recruit the entire team.

Blastaar (200 CP): A serial exile from planets across the universe, Blastaar is the living bomb-burst, a being whose battles can be seen from space. And now he will carry on his campaign against life that has rejected him alongside you.

Diablo (200 CP): An ancient, immortal alchemist sealed away a century ago for unclear deeds. After an attempt to scam the world to get the money to hire a mercenary army to take over the world, the Four would seal him away again, but whether he's sealed or not (or even dead) he will now be joining you on your journey.

Doctor Doom (200 CP): The greatest enemy of the Fantastic Four with 3 episodes all his own, and 2 other adventures referenced. We're told he's skilled in black magic – though he never shows it – and his doomsday weapons and devices actually exceed those shown by Reed Richards even if he doesn't show Reed's ability to invent things on the fly to counter problems. And now he will join you on your journeys.

Silver Surfer (200 CP): The herald of Galactus, though with the attempt to consume Earth he'd (normally) quit that job. He wields… well it's not the Power Cosmic yet, but he has a surfboard that can fly between galaxies, power blasts sufficient to fight against Galactus, and is tough enough to take a punch from the Thing and a fall of several stories with just a bump on his head and a brief bit of being knocked out. Normally he'd leave

the Earth to travel the stars where he belongs, but now he'll travel the omniverse with you.

Super Skrull (400 CP): A skrull super soldier possessing all the powers of the Fantastic Four but more. Normally this would be too much for a body to actually contain, necessitating a power beam providing him with the energy needed from space, but since you're paying CP for this it'll be beamed to him from your Benefactor straight into him without worry about things like a jamming device blocking it. Normally he'd ask Reed Richards to give him a peaceful life, and be hypnotized into believing he was a cow, to escape the savage, cruel, and war-filled life of a skrull, but perhaps you can help him find a peaceful and happy life elsewhere.

Galactus (800 CP): Power itself. This green space giant exists beyond good and evil, traveling through space in his universe traversing space sphere, which operates out of his world-ship… you won't be receiving said ships. He is capable of constructing a great machine to consume planets, though, and is known as power itself. Be warned, though, this does not fix his hunger.

Uatu (800 CP): Sworn to watch without ever interfering, Uatu is the watcher, observing the universe and studying it. While you'll not receive his home on the moon or its varied extremely advanced technology, he is a scientist of a race far more advanced than humanity, with untold powers. Whether you're convincing him to abandon his oath, or simply want his advice as he watches you, now Uatu will join you on your journeys.

Molecule Man (800 CP): After a nuclear science experiment remade him, Owen Reece is one of the most powerful beings in the universe, capable of controlling molecules (but not electricity), he can transmute reality to his will. And now he will join you on your journeys.

Drawbacks:

*Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. You may only take up to **6 drawbacks** for points.*

616 (Toggle): The Fantastic Four here are close enough to their comic counterparts that if you want to use this for the main comic universe, arriving in the mid 1960s after they were already established heroes, you can. This won't change the effects of your purchases here, just put you in a more powerful, wilder, and more fleshed out universe.

Character Replacement (Toggle): If you have the Powers and Origin of a character (Scientist for Reed, Adventurer for the rest of the Fantastic Four), you may choose to insert in their place. This won't give you any of their abilities you didn't pay for, so hopefully you will be an equal to Reed Richards's scientific brilliance if you take his place.

Wider World (+0 to +200 CP): Marvel was a big and happening place even in the 1960s. It's unclear if the Fantastic Four are the only superheroes in this version of it, though. Now they certainly aren't and you will find that individuals like Spider-Man, the X-Men, the Avengers, and Marvel's stable of (at least 1960s) superheroes and villains exist in this universe.

For +100 CP from time to time you are going to find yourself having to deal with some superpowered threats which would normally be associated with individuals like Spider-Man, the X-Men, or the Avengers. You will also sometimes be caught up in Marvel style team ups that start as fights, and general crossover shenanigans.

For +200 CP you will find these threats associated with other aspects of the universe are more common and veer towards the stronger end of them. In addition you will find yourself dealing with things that'd normally be in Thor or Doctor Strange's wheelhouse, and the whole vast array of magic that'd normally not be touched by the Fantastic Four.

I'm Still as Ugly as Ever (+100 to +300 CP): For +100 CP you have a distinct facial scar which you cannot hide without something like an obvious mask. You are convinced this scar makes you horribly ugly.

For 200 CP you are locked in a form similar to that of the Thing's. This form deactivates all of your beauty perks, and is obviously neither human nor your species, and you cannot shift out of it.

For 300 CP not only are you locked in a form like at the 200 CP level, but you are absolutely convinced that it has left you ugly and rejected from the rest of humanity, and cannot be convinced otherwise.

Cheap Animation (+100 CP): For a show of the 1960s the animation is pretty good. Now, though, it's gotten bad and you'll be living it. Movements are oddly choppy and sometimes skip over things, making it hard to track and follow at times, everyone and everything is much uglier, and sometimes actions and scenes from other adventures seem to repeat themselves.

I Longed for Adventure (+100 CP): And you still do. You seem to have an addiction to adventure and excitement. You won't be able to live a quiet, normal life, but will always be seeking out some new and strange adventure or frontier to explore.

It Must Be (+100 CP): Are all your enemies Reed Richards? Because just like how he immediately identifies how many villains' powers work, they seem to be able to immediately recognize the nature and general rules of your powers and abilities even (perhaps especially) the OoC ones. They might not immediately have an answer to them, but they will have an unreasonable ability to understand your abilities and limits, at least insofar as such is detrimental to you. This also applies to your companions' powers and abilities.

Shy (+100 CP): You're so shy you could just vanish in social situations. You're a total wall flower, and will find yourself uncomfortable and anxious when you're thrust into the public spotlight or at parties or gatherings of individuals. Worse you might find your powers that help you avert attention, escape, disappear, or the like activating on their own to get you out of these situations.

Traps (+100 CP): The Trapster might not show in this series, but plenty of traps still do. And you'll be encountering them now too. You're going to be running into a whole lot of death traps during your time here. Worse many will be tailored to you and your abilities. They won't be inescapable by any means, but you'll need to put in real effort or cleverness to escape.

Voice of Doom (+100 CP): Your voice actor seems to have been miscast. Your voice just can't be taken seriously especially in the role(s) you'd like to play. Expect to have to work twice as hard to obtain the gravitas and respect you deserve. Making things worse, your voice will just sound wrong to you, making every word you speak grate on your own nerves because it isn't how you should sound.

External Power Source (+200 CP): Your out of jump abilities as well as all of your Perks and Powers (including those obtained here) are beamed to you by an outside source using ultrasonic power beams. While these can cross the galaxy at infinite speed, if you move too quickly – such as teleporting or participating in relativistic or FTL travel – it will take time for the beams to find you again. They can also be jammed by devices or even blocked by thick enough stone. Most roofs won't do it, but a few feet of stone, or being several stories below the roof might. This applies to your companion's perks, powers, and out of jump abilities as well.

Frightful Foes (+200 CP): The Frightful Four might have never appeared in this series, but the Fantastic Four had plenty of foes, and now you do too. You can expect to have to deal with some supervillainous threat to you, or the things you care about, on a regular basis. And these can range everywhere from individuals who would pass for a minor Bond villain to beings of cosmic power.

Heart of a Skrull (+200 CP): You possess the cruel and savage hearts apparently typified by the skrulls. You are cold, belligerent, and warlike, and you will find that dreams of conquest and dominion will drive you for your time here, as you live the life of a born warrior and warlord… or die trying.

New Diminutive Size (+200 CP): You have been greatly reduced in size. As a human you'd be smaller than a mouse. If you were normally larger or smaller you will find your size similarly reduced. This comes with a reduction in strength, and general scale of powers and abilities to match; your fire power (or spell) that would normally destroy a building might now destroy a doll house if you're lucky.

Designated Leader (+300 CP): Your companions, followers, and allies are incapable of creative thought or anything but the simplest of tactics without you micromanaging them. Expect to not only have to take charge, but to actively work and look over their shoulders for them to get anything significant done. They are, however, still quite creative in getting themselves into trouble, or making problems for you to deal with.

Invisibly Passive (+300 CP): You are pretty much incapable of taking initiative, or thinking through solutions to problems. For anything but the simplest of tasks, you'll need someone else to lead you by the hand and tell you what to do. Don't think about fighting on your own; you might completely forget to even try to use your force fields to protect yourself, and don't even get me started on your complete failure to use a power like invisibility that rewards creative thought.

Leap Before You Think (+300 CP): You have a tendency to act in extremely foolish and stupid ways that show you just didn't think at all. Your power is to fly via lighting yourself on fire? You'll fly straight into the middle of the ocean without thinking twice even knowing that it'd extinguish your flames. Doctor Doom has threatened to kidnap you and the photographer at your photo shoot is in full armor? Nothing to worry about. This is your normal level of behavior.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Powers to be Uatu or Galactus didn't get included because it's impossible to untangle what that they show is advanced technology and what's inherent power. Plus what they actually could do is unclear. Uatu knew stuff, teleported, and explicitly used machines for everything else he did. Galactus was stronger than the Thing, could fly, and presumably had more powerful energy blasts than the Silver Surfer – though this is not demonstrated other than by the Silver Surfer treating him like he is more powerful – but the one time he attacked the Fantastic Four Sue was able to block it with no apparent strain. He needed a machine to consume the Earth, and doesn't have the casual feats of galaxy spanning stuff or fighting Ego and Thor he'd show in the comics about this time.

How do the F4 compare to the comics? They are, of course, weaker. The Thing is pretty close (in part because he didn't have great feats at the time), but the Human Torch misses his best feats (burning through a meteor, igniting an undersea volcano, being presented as being able to destroy a large part of NYC if he went nova in it), and Reed loses out on showings like imitating a steamroller to crush everything in his path and bouncing around at speeds that Namor couldn't dodge or keep up with while underwater where Namor is faster than anyone other than Quicksilver at the time (honestly Reed's power tends to be undercosted compared to the other members of the Four because the comics sleep on it so much now since he's SCIENCE MAN and when he actually uses his powers on top of that he's just better than the whole rest of the team in a way that makes worse stories). Where the others are Sue, though, is the one who is shown to have lower limits than in the comics; her forcefields start to strain from single blows at times, in addition to missing out on her biggest feats like containing a city busting bomb.

Flame On is faster and more maneuverable than 600 CP Energy Blast flight. The rocket propulsion option on Energy Blast is closer in speed (possibly overtaking it on the 600 CP version) but far behind on maneuverability. The Surfboard is faster and more maneuverable than Flame On, though.

Wider Universe vs Fantastic Foes: Wider universe brings in both heroes and villains, and brings them in in ways unrelated to you, but ensures you will come into conflict with them at times. Fantastic Foes just ensures you're going to be fighting enemies a lot; no guarantee Spider-Man exists just because you're fighting Doctor Octopus. Fantastic Foes will lead to a lot more fights than even the 200 CP version of Wider Universe, though the

magical foes from Wider Universe are probably on average more dangerous than Fantastic Foes will generate.

Sue was very disappointing in this series. Where in the comics she was very good at choosing her time and moment where just something like tripping the villain made the difference between them getting away or even winning and their defeat, here she never used her invisibility effectively and had to have Reed tell her to use her force fields. When you're dumber than the Human Torch you've got problems.

Changelog:

Version 1.0.0: Released.