Thor Volume 1+2

Version 1.1.0



Asgard, the Realm Eternal, home of the gods themselves. Sitting atop the world tree at the end of Bifrost the Rainbow Bridge, it is a world of myth, magic, fantasy, and adventure. Even in the modern age, an age of mortals where the gods have withdrawn from earthly affairs, it is a place of power and mystery.

You will begin a journey into that mystery now. Whether you will arrive as one of the Asgardians, or their foes, as an invader from space, or even a mortal of midgard, you are about to venture forth into the world of Marvel's Thor. You will need to navigate its super powered clashes, titanic things to shake not only the foundations of Asgard but at times to shake the entire universe of Midgard.

You will be staying here for a single era of comic books. Perhaps Marvel's Silver Age which created the Marvel universe, or the Dark Age of the 90s which saw the first volume of Thor come to an end with the Onslaught Event. The Bronze Age, due to being approximately twice as long, has been broken into two segments.

Whether you will touch upon Midgard at all, or leave that to Thor himself focusing instead on the Golden City and Realm Eternal, you can expect to face adventures and excitement. And space is always out there, waiting and stretching forth, ready to be explored or to spew forth foes both birthed from Midgard's interstellar seas or even more traditional foes of the Asgardians.

Whatever you choose this is a corner of the Marvel universe which tends towards epic tales and larger than life forces. Hopefully your tales may be just as great, and your story will add to those of this world. To give you a chance to make an impact in such a world you will need something. So take these:

+2000 Comic Points

... Wait… Apparently it was decided you might need a touch extra here. Which might mean this is a little extra important too. As always, good luck and good jumping.

Location:

You may begin in the location listed in your race for free or roll on the table below to determine where you arrive at the beginning of your time here.

1. The City of Asgard: Within the kingdom of Asgard in the realm of Asgard. The home of Thor and the Asgardians - or at least the center of their society. This is a city of the gods, a city of Jack Kirby design, where magic and technology blend into one.
2. The Castle of Karnilla: Within Nornheim the domain of Karnilla the Norn Queen, and the realm of Asgard. One of the many foes of Asgard, Karnilla has a complex relationship with Odin and the Asgardians, at least by the end of the Silver Age.
3. The Land Below: Beneath the surface of Asgard is the home of the Rock Trolls, a place which you find yourself in now. These great tunnels stretch far and deep beneath the realm of Asgard.
4. Jotunheim: At last another of the 9 Realms. The home of the giants, it is a frigid and frozen land. One which is inhabited by rather dangerous creatures… by the standards of mortals.
5. Nastrond: A kingdom in Niffleheim, it is a place of gloom and foreboding, a blighted and wasted realm once ruled by Fafnir who has become a terrible dragon and dominates it with his terrible power even now.
6. Zanadu: Located in the Mystic Mountain, this was once the palace of Mogul who ruled the area with the help of his enslaved jinni and Satan's forty horsemen. Now it is ruled by the Asgardian Prince Alibar. It would seem to be near the homeland of Hogun the Grim, and was a place of illusion and fantasy when Mogul ruled it.
7. New York City: Located on Midgard in the land known as America. It is a port city and a hotbed of superhero activity among the mortals. Still it is a relatively mundane place, but it is inhabited by mortals who strive so hard with their short lives and weak bodies.
8. Free Choice: You can arrive in any non-secured location in any of the 9 Realms, or even the other realms of the gods.

Age and Gender:

If you choose to drop-in you retain your age (or at least the physical equivalent of it for your species) and gender from the end of the last jump. Otherwise you may choose an age and gender that fits your race, origin, alignment, and era.

Alignment:

While things aren't purely black and white, Thor is one of the more black and white corners of the Marvel universe; even if the High Evolutionary dances across the line again and again. And this is still a comic book universe. Things are divided between **Heroes** and **Villains**, and which side you take on this divide will say perhaps more about you than anything else. So will you be a **Hero** or a **Villain**?

You gain the 100 CP Perk associated with your Alignment for free. You gain the first copy of the 100 CP Item associated with your Alignment for free. You gain the 100 CP Perk associated with the combination of both your Alignment and Era for free. You gain the first copy of the 100 CP Item associated with the combination of your Alignment and Era for free. Other perks and items associated with your Alignment or the combination of your Alignment and Era are discounted (50% off). You do not gain a discount on perks or items associated with combinations of your Alignment and another Era than you chose, or of your chosen Era and the Alignment you did not choose.

Origin:

But good and evil is not the only dichotomy of import in this world. In the corner of the Marvel universe known as Asgard and the stories around the Mighty Thor, there are two main roles which heroes and villains find themselves falling into. There are Warriors who rely on the might of their body and their skills in battle. Then there are Sorcerers who rely on their magical arts and the powers of sorcery. While there are those - like Odin - who do both, and even Loki has fought with a sword time and time again, most here favor one over the other.

So you must choose, do you favor the might of your arm or the mysteries of magic? Will you be a **Warrior** or a **Mage**?

You gain both 100 CP perks associated with your origin for free, and the first copy of the 100 CP item associated with your origin for free. Other perks and items associated with your Origin are discounted (50% off).

Era:

A final question which says much about you, but is not directly about you. Comics have changed greatly over the years. Certain tones, tropes, and themes show more in certain eras than in others. You must choose a single Era of comics to best attune yourself

to. You will arrive in this world at the start of that era, or a preceding era, and you will leave this world at the end of that era, or a subsequent one.

You may choose one of the following four eras:

The Silver Age: Spanning from Thor's introduction in Journey Into Mystery #83 to Thor #179. The start of this period is rough, but after a few years it finds its footing and establishes the mythos of the world which remains until the end of the volume.

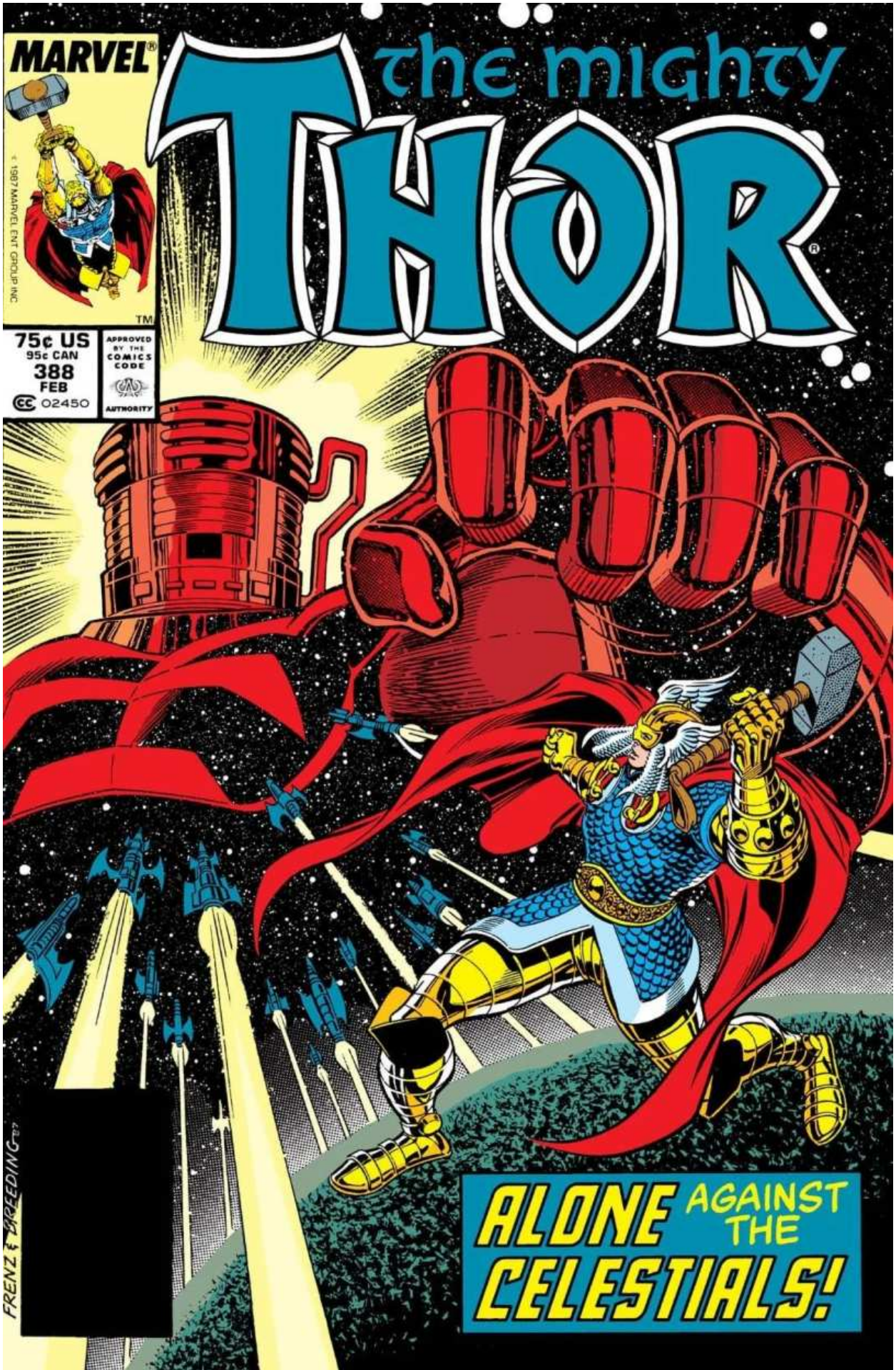
Early Bronze Age: Spanning from when Neal Adams takes over from Stan Lee as artist in Thor issue #180 to when Len Wein's run of Thor ends with issue #271. This period shows Mephisto begin to fight against Thor, becoming a recurrent foe, builds upon Hela's role, and Infinity who may be the greatest foe Thor ever faces. All before Stan Lee leaves as writer and the stories shift towards a more consistent Space Opera focus until the end of this period.

Late Bronze Age: Spanning from when Roy Thomas takes over as the writer in Thor #272 to when Walt Simonson's legendary run ends with Thor #382. This is an era of major stories. Beginning with Roy Thomas's false Ragnarok and the attempt to force Marvel's Asgardians into the roles of the Norse Aesir, it covers the Celestial Saga which introduces Celestials to the Marvel universe. It then spans a few short filler arcs and stories, before Walt Simonson takes over and crafts his epic tale showing Surtur's nearest point to success in his quest to burn the multiverse, introducing Beta Ray Bill, and bringing us Thor's struggles with dreadful curses.

Dark Age: Spanning from when Tom DeFalco took over as writer in Thor #383 to when Tom DeFalco leaves as writer in Journey Into Mystery #513 and Thor's story resumes again in Avengers Volume #3 (and slightly later in Thor Volume #2). That's not to say there aren't other writers in between such as Roy Thomas's 2nd run, Warren Ellis for 6 issues, and Ron Marz's Blood and Thunder. Seth, the Egyptian God of Death is a recurrent foe, the Black Galaxy is destroyed, Eric Masterson becomes the new Thor, Loki dies, the High Evolutionary matters a lot, and the Asgardians are stripped of both their powers and identities.

Volume 2: Spanning the length of Thor Volume #2, this covers primarily Dan Jurgens's run, and can be considered to end briefly before Ragnarok. Thor returns from his time on Franklin Richards Counter-Earth to find Asgard abandoned, and will see a series of adventures, culminating in the Reigning before Jurgens's run ends and Ragnarok happens and Thor is put onto a years long hiatus and never really be the same again.

You gain the 100 CP Perk associated with your Era for free. You gain the first copy of the 100 CP Item associated with your Era for free. You gain the 100 CP Perk associated with the combination of both your Alignment and Era for free. You gain the first copy of the 100 CP Item associated with the combination of your Alignment and Era for free. Other perks and items associated with your Era or the combination of your Alignment and Era are discounted (50% off). You do not gain a discount on perks or items associated with combinations of your Alignment and another Era than you chose, or of your chosen Era and the Alignment you did not choose.


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Race:

There is a final decision that must be made. What species you will be arriving in this world as. You must buy a single race and you may only buy a single race. While hybrids aren't unheard of - Sigurd was the son of Odin and a mortal, Hercules is called a demigod because his mother was a mortal, and there was even a fire demon/elf crossbreed - they do still take after one race or another; Sigurd is a mortal albeit a Mighty one, Hercules despite being dubbed a demigod is closer to the Asgardians dubbed gods (though depending upon writer all Asgardians may be called one or the other and the number of times the terms were used to actually distinguish them are very rare and might stop entirely after Stan Lee's term as writer), and Hrinmeer was likely a God despite both of his parents being different types of demigods. An exception is that Giant, and Dark Elf are both modifiers which may be purchased to add on to Demigod, God, or Skyfather. This is because they possess unique abilities (fire demons on the other hand can be represented with God of Fire).

Any race that grants (nigh-)immortality can be assumed to come with a mind suitable for it such that you could remember your youth as easily as an eons old member of the species as a human would, and a similar retention of skills adapted to your lifespan.

Your race becomes an alt-form post-jump.

Drop-In (Free) - You are… well you are whatever you were before entering this world. You see by taking this race you do not gain any background memories or connections in this world. Instead you simply appear here from your last jump without a past in this world, and whatever species you were previously.

You will begin your time somewhere in the countryside of Asgard.

Human (Free) - You are a human. You're just a normal human. Presumably you already were one so this is the option not to pick up a new race here. Counts as on the level of Demigod for non-magic powers gained here, though one step below when it comes to superstrength.

You will begin your time on Earth in New York City.

Demigod (Free): You are one of the lesser Asgardians, or a member of another similar godly species, or a member of one of the varied species which do battle against them such as a troll. This won't give you any specific benefits - if you want to have a giant's size and strength you'll need to take **Giant** below or if you want to have a dark elf's

powers of invisibility and illusion you'll need to take **Dark Elf** below. Either way this makes you a normal Asgardian, or the equivalent. Regardless of your choice, you possess superhuman capabilities as expected of an Asgardian including a greatly extended lifespan, with a mind adapted to such a near eternal lifespan such as an appropriate memory span and retention of skills and abilities, super strength in what Marvel defines as class 4 though capable of reaching into the lower ends of class 5 with training, similarly increased durability, senses more keen than humans, superior ability to heal from wounds and injuries, and the full suite of abilities associated with your common Asgardian such as the ability to breathe and talk in space and immunity to mortal diseases. This also bolsters your spiritual/magical energies above those of a human's. Sif, the Warriors Three, Skurge the Executioner, and Enchantress are all examples of demigods, though they represent the finest demigod warriors, one whose strength is as uncommon among them as Thor's is among the gods, and the greatest mage shown from among them.

You will begin your time in the appropriate realm for your race - Jotunheim as a giant, Nordheim as a nord, the Land Below as a troll, Asgard as an Asgardian, Heliopolis as an Egyptian god, Olympus as an Olympian and so forth.

God (300 CP): For a small price you are instead one of the higher Asgardians, which were occasionally denoted by being called gods in the same page as others were called demigods. They include the likes of Loki, Balder, Heimdall, Seth, Hela, and even Thor; though Tyr likely deserves the title as well. Among enemies this includes the likes of Ulik, Malekith, Karnilla, and the more elite and prominent members of villainous races. This includes everything that a demigod would get and more. While you see only a small change in senses, your strength and endurance are substantially enhanced, with your strength being above even the Warriors Three or Sif without training, and able to reach the middle of class 5 with nothing more than this and training (matching Thor will of course take more), and can resist for far longer even mystical diseases and maladies which would affect demigods. This also bolsters your spiritual and magical energies above those of even demigods, and will see an enhancement to many powers you may purchase here. Anything free to a demigod is free to a god as well.

You will begin your time in the appropriate realm for your race - Jotunheim as a giant, Nordheim as a nord, the Land Below as a troll, Asgard as an Asgardian, Heliopolis as an Egyptian god, Olympus as an Olympian and so forth.

Skyfather (1500 CP): This purchase alone makes you a skyfather. With just this you're closer to Zeus (who Thor has fought in his youth to a near standstill) than Odin. This includes everything a god would get and more. This gives you none of Odin's skills, wisdom, experience, and talent for sorcery. Still you hold enough raw mystical power to brute force warp reality to rebuild towns through an expression of raw magical might or if you simply funneled it out in a raw energy tug of war with a supposed equal, fly through galaxies sending out shockwaves that shatter dead worlds light years distant and creating energy enough to leave new stars in your wake. Over use of this magical power may drain your reserves and these energies will return only slowly without you going into a deep, recuperative sleep which may last days or even months. You need not fear dying from avoiding this sleep - or having it interrupted - unless you wilfully choose to push deeper and draw on your own lifeforce to unsafe levels, and you can avoid this sleep indefinitely; but this reservoir of divine power that for Odin would be called the Odinforce simply recharges very slowly compared to its output and capacity with the sleep serving as a means of (relatively) quickly recharging it. Physically you stand well above even other gods. Your strength, with just this, is in Class 6, weaker still than the likes of Hercules and Thor, but it is trivial to use your magical power to augment it. You see a similar general increase to your being over the God option above, and like with God you will find that this vast mystical energy enhances most powers you purchase here. Anything free to a demigod or a god is free to a skyfather as well.

You will begin your time in the appropriate realm for your race - Jotunheim as a giant, Nordheim as a nord, the Land Below as a troll, Asgard as an Asgardian, Heliopolis as an Egyptian god, Olympus as an Olympian and so forth.

+Giant (100 CP): You may take this 'race' alongside Demigod, God, or Skyfather to be a giant on that scale. This grants you an increase in size, up to being a hundred feet tall as a demigod, or up to being 1000 ft tall as a god or skyfather; though you may choose a smaller gigantic size down to only around 30 ft. This grants you an increase to strength as well and effectively increases your race by one, and as a skyfather you'd be at the top of power level 6 strength - the so called 100 tons level (alongside She-Hulk) - instead of near the bottom (alongside the Thing). This also comes with a similar increase in the scale of your energy projection abilities. This won't increase the maximum amount of force/energy you can exert at one spot, but will greatly increase the maximum output for area.

+Dark Elf (300 CP): You may take this 'race' alongside Demigod, God, or Skyfather to be one of the dark elves and gain their special powers. As such at night you are invisible to those who lack sufficient spiritual or mystical power; a demigod would be completely invisible to normal mortals at night, a god would be difficult for even other demigods to see, and a skyfather for even the likes of Thor; this ability can be bolstered in fairy land or other places of magically powerful illusions such that Thor would see demigods only imperfectly. You also possess Malekith's power to teleport through shadows - though it's unclear if that's a power of all dark elves he was merely particularly talented with or unique to him - allowing you to enter into shadows at speeds fast enough to dodge attacks assuming you have the reflexes for it and travel at great speeds to emerge from other shadows. This isn't instantaneous, and as a demigod you will be slower than Malekith in both entering and moving between shadows as well as limited to movement within a single dimension. As a god you will be fully equal to Malekith in these travels, and as a Skyfather you would surpass him substantially in speed and capabilities. Your nature as a dark elf also enhances any illusions you possess. The presence of iron (including steel), however, can disrupt these powers, and dark elves are vulnerable to iron, especially Asgardian steel.

Deviant (Free/100 CP): You are one of the Deviants. While they didn't showcase powers as a general rule - one had immortality, and there was a shapeshifter - they did showcase a variety of forms and shapes. What this provides you with is the option to customize a non-human appearance for your alt-form from this jump. You may also possess some minor mutated powers such as low end enhanced strength and size, albeit not to the extent of a giant, wings that allow for flight, minor adaptations for underwater movement, or even agelessness. These mutations cap out at something like winged flight or being an amphibious life form. For 100 CP you're one of the Deviant Mutates, not truly a deviant at all, but one of the creations of their genetic engineering. You will have strength and general physical capabilities on par with a demigod, and any non-magic powers you purchase will be scaled as a God.

You will begin your time here in the city of the deviants underwater in sunken Lemuria.

Korbinite (Free/300 CP): For free you are one of the korbinite's - Beta Ray Bill's species - a race that seems comparable to humanity. For 300 CP you are a cyborg like Beta Ray Bill himself. You're strong enough to contend with a God physically (if you want to match Bill and nearly equal Thor take the **Mighty** perk), but without some other advantage you would lose in a test of pure physical might, and you lack their esoteric mystical powers. You do possess even greater resistance to heat and flames than a God however; in a sweltering world of lava and flames you might even be able to overcome a

God in a direct clash of might. You are also able to survive the vacuum of space, a common ability in these worlds. Your powers are purely a result of mechanically augmented biology, however, and less prone to magical interference, and non-magical powers purchased here will be on the same scale as those of a God.

You will begin your time here among the Korbinites - either their world before Surtur's invasion, or the colony ships seeking a new Korbon.

New Man (Free/600 CP): You are one of the High Evolutionary's new men. Animals evolved into humanoid forms, you are still distinctly animalistic in some of your traits and features. Their capabilities vary with the largest and strongest being about physically equal to demigods - though lacking their mystical energies and (nigh-)immortality - though some show other animalistic traits instead and weaker physical abilities such as a spider's web, winged flight, amphibious traits, animalistic senses, etc. You may select what animal you were evolved from gaining appropriate traits.

For 600 CP you are more akin to the Man-Beast who was evolved to the very pinnacle to be reached a million years hence. While not particularly physically stronger, still merely comparable to a demigod, you gain certain psychic powers, and your psychic might increase any other powers purchased here as would being a God. Your evolved mind allows you to mentally sense life around you, and this sense is fine enough to detect the pressure points and vulnerable spots on even a god such as Thor. It also allows you to create barriers of mental force powerful enough to stop a - normal - throw of Mjolnir from Thor, as well as create disintegrative 'anti-matter' barriers which cause objects coming in contact with them to explode (though don't blow up the air). Disintegrating beams of mental force is another option - though Thor resisted them. Finally you possess telepathy, able to communicate with the minds of others, and even control them with your thoughts. The Man-Beast was wise enough not to try on Thor, but he has controlled others - even before his powers changed with his partial devolution and his adoption of psychic technology to bolster them. This telepathic ability is most effective for projecting your own emotions into others, and filling them with in the Man-Beast's case his overwhelming hatred, using it to control and influence their actions though you can use other emotions if you are less consumed by hatred, though your power to influence others will be based on the intensity of your emotions.

You will begin your time here in Wundagore, or New Wundagore as appropriate to your arrival time.

Vampire (200 CP): You are a vampire equal to Dracula himself, at least at the time where he was seeking the Montesi Formula. You exist in a state of undeath with all that it brings with it, and have no special resistances to vampiric vulnerabilities - silver negates your vulnerability, a stake through the heart will kill you, and sunlight can dust you. However you possess low end super strength capable of lifting a few tons, and an enhanced regenerative capability. You possess the ability to turn into mist, a bat, a wolf, a rat, or humanoid bats, wolves, and rats. You have the ability to command the weather to call forth storms and mists. This is coupled with hypnotic powers which can sway even the likes of Lady Sif for a time, and which are bolstered against those you have drunk the blood from. Which brings us to the ability to drain blood to feed and potentially make lesser vampires who you hold mental influence over. Some beings may be able to resist this transformation - such as Asgardians whose divine immune system can fight it back (though with temporary amnesia as a side-effect). Draining the blood of powered individuals may temporarily increase your powers; a powerful demigod's blood might see you briefly able to hold your own against Thor and Mjolnir in a tug of storm, and gain strength on their level for a time. Not feeding will see your powers weaken and eventually you may starve to death even as the undead.

You will begin your time here in New York City.

Recorder (300 CP): You're not a living creature. You are instead a highly sophisticated robot built by the aliens of Rigel-3. As a rigellian recorder you have highly sophisticated built-in technological sensors capable of perfectly recording anything that you can observe, and sensitive enough to be beyond what the High Evolutionary can build for himself (though not beyond his ability to enhance) and useful in studying and recording the actions of the Celestials. These recordings in effect allow you to perfectly remember anything you have observed until your memories are removed or deleted - something that can be done fairly easily as a machine. While primarily built for recording not analyzing, you are still able to use these sensors to quickly make sophisticated calculations like determining the exact size and scope of an explosion so that you can immediately identify a safe location. You are also a robot leaving you completely abiological, and are capable of flight through deep space at speeds to quickly cross galaxies, and can even fly to locations such as Asgard which cannot be reached by Rigellian ships as it exists in an alternate dimension. You gain the **Flight** perk for free, though your speed in space is substantially greater than it would be normally.

You will begin your time here on Rigel-3, home of the Rigellians.

Rigellian (300 CP): You are one of the large headed Rigellian colonizers. These aliens are capable of increasing their density to gain strength and toughness equivalent to that of a demigod. In addition, as a species they have highly developed mental powers, capable of telepathy, erasing the memories of others, immobilizing them with their mind, or even manipulating actions. When Tana Nile and the Rigellians first met Thor he was the first being ever recorded to resist their mind thrust by which they could control others and it had brought him to his knees for at least a short time; for contrast the rather ordinary mortal of at most average quality when affected immediately admitted she could never resist an order and uprooted her entire life to get away from Thor as told. Thor was however once aware of the threat able to casually resist it from others even when they combined their powers, indicating that it is resistible by a will even well shy of Thor's. Still it is coupled with telekinesis; though their only showing was a group of 5 rigellians combining their mind thrusts to stop a throw of Thor's hammer which was stated to have barely succeeded despite all of their powers being devoted to the task and covering it in flames. They seem able to only use their mind thrusts on a single victim at a time, though they can give orders that last quite a while thereafter.

If you take the **Mind Powers** perk you will gain its effects at the level of a god, as well as further expand your memory manipulation making it easier to implant and modify memories of entire groups simultaneously. This will also improve your ability to increase your body's density allowing you to rival gods for strength and durability instead of demigods.

You will begin your time here on Rigel-3, home of the Rigellians.

Zaniac (400 CP): You exist as a mass of body possessing vermin, strange long tailed, two limbs creatures with sharp fangs and enough strength to leap through the air and move at speeds comparable to a human capable of taking over a body by biting into the neck. This will cause all the other vermin of your body to disappear and cease to exist, merging into your victim. This will make your new body bulge somewhat as its musculature increases and deforms, giving a hulking, monstrous appearance. You will now be in control of that body and they will gain all your powers, perks, and abilities, effectively becoming you. Upon the death of your possessed body you will burst forth again as a swarm of these vermin, requiring all of them to then be destroyed to actually destroy you. You also possess strength and physical prowess roughly on par with a demigod's when possessing a host, as well as a comparable lifespan, though you lack their mystical energies.

You will begin your time here in Chicago.

Eternal (500 CP/800 CP): You are one of the eternals, a member of an offshoot of the human race created by the Celestials which use cosmic energy instead of chemical energy. Physically your strength is comparable to a demigod's, and you lack their magical might, but you possess many abilities to make up for it. First, while you lack the mystical powers of a demigod you possess cosmic energy, and will find that while your strength from any purchases here scale off of a demigod, any other powers you purchase here are on the scale of a God's instead of a Demigod's. Second, you possess one of the greatest claims to immortality. You are completely ageless, and while you are not wholly immune to physical destruction it would take molecular dematerialization to 'kill' you and Eternals possess technology which can revive them even from that unless the atoms are sufficiently scattered. Your control of your own molecules allows you to reinforce the durability of your body, and to regenerate from grave injuries - as noted already it takes actively scattering your molecules to actually kill you and anything else you can heal from unaided. All eternals possess the power of levitation, allowing them to fly and even carry others aloft without touching them, and allowing them to supplement their strength to lift heavier objects by lifting them in part with this telekinetic force, and all eternals possess disintegrating eyebeams. They are also able to learn to rearrange atoms performing material transmutations, transforming objects, turning people into animals, making monsters from thin air, and so forth, though this can be draining and you will have to learn; and this purchase does not guarantee you levels of aptitude above the norm. Some things seem able to resist this - anything with cosmic energy like that of the Eternals, the Celestials themselves, the Deviants have proven able to create creatures which resist it, things that are simply too large, or even just simply too powerful such as the mightier gods of Asgard. This psychic power can also be channeled into telepathy, though this rarely seems to go beyond basic communication, and teleportation though it seems to be rarer and a more difficult gift both to learn and to use. Finally you may also merge your energies with other Eternals to form the Unimind, a great, floating brain composed of all of your cosmic powers combined and united.

For the higher price of 800 CP you possess Sersi's skill and aptitude with molecular rearrangement and ability to cast illusions. This makes you among the greatest practitioners of this ability, and will also allow you to teleport with more ease.

You will begin your time here in Olympia, the city of the Eternals.

Living Planet (1200 CP/1400 CP): You are no longer even remotely humanoid. You are a creature like Ego itself, a living planet approximately the size of Earth. You possess great telekinetic and telepathic powers, gaining **Mind Powers** for free, as well as control over your planet sized body able to shift and rearrange it, control its weather, and even spawn superhumanly strong antibodies all across. You could turn your surface into a paradisiacal utopian planet, or twist it into a terrible death world. While this doesn't provide you with great magical reserves, any powers you purchase will be scaled to a Skyfather. You are also capable of making a humanoid avatar at the level of a God (though again with psychic power instead of magical), though you can make them in any of your alt-forms that you would prefer. You may control and act through this avatar from any distance, treating it as a portable part of yourself.

A portion of Ego also showed the ability to produce powerful evolutionary rays which were capable of accelerating the evolution of lifeforms exposed to them, and proved capable of uplifting a civilization from cavemen to modern humans in days or weeks at the most, and on Earth while it did not do more general uplifting a concentrated exposure to the beams was able to unlock superhuman potential and further in humans to create a type of 'new gods.' While Ego as a whole being never showed this ability, and therefore it's uncertain if a Living Planet would naturally possess it or if this was a mutation due to the Rigellians theft of a portion of him, for the higher price of 1400 CP you will find you can produce a similar evolutionary effect.

You will begin your time here in the Black Galaxy.

Galacti (1800 CP): You are a creature like the feared and terrible Galactus. Your power is generally considered equal to a skyfather's, though in the Silver Age and across his appearances in Thor, Galactus did not showcase powers quite to match Odin's, though far in excess of those shown by Zeus's. Still you exist on the same general scale, with a power to shake galaxies, and cosmic energies which allow for nearly limitless effects. It also comes with strength far in excess to that of a Skyfather, and even beyond normal showings of Thor. This power does however come with a price. You must consume fast amounts of live energy to maintain these powers, and without doing so you will find yourself weakening and eventually dying - at least if you remain in this alt-form with all its vast powers, and cannot find some other way around this. Other powers you take are at the level of a skyfather in power.

You will begin your time here in the Black Galaxy.

Celestial (2200 CP/3200 CP): You are a Celestial, one of the armored space gods. This armor seems to be a part of their body, so it is included. Even an average Celestial can completely no sell blows which pulverize worlds, casually block the disintegration beam of the Destroyer when powered by all Asgardians save for Thor (which when powered by a mere mortal can cut through Mjolnir), survive implosions which destroy at least a solar system and destroyed the Black Galaxy (though its size seems to vary from a solar system to being described as a biological universe), fire beams capable of penetrating the indestructible Destroyer (which can survive supernovas unharmed), turn humans into their component atoms or back again, casually create an aura which holds the pressure inside of an aircraft, instantly regenerate an arm when something manages to cut it off, and generally can be considered a threat on a scale like that of Galactus. You seem to possess raw power at least comparable to that of an average skyfather's, though it is cosmic as opposed to mystical might, and likely above a skyfather's as an individual and average member of a host.

For 3200 CP you will be the full equal to Exitar the Executioner and purifier of galaxies. Stronger than any of the Fourth Host, including Arishem the Judge who casually resisted a bolt of power from the 3 skyfathers working together and was able to casually simultaneously threaten their realms from Earth. Exitar was able to instantly transform a planet into a verdant paradise while erasing all those who had been judged evil from it, while also casually creating a perfect copy of Thor and re-creating Mjolnir which had broken when Thor channeled a god blast through it which was so powerful he had to reinforce it with his belt of strength and it still broke. This god blast was used inside of Exitar's skull, against an inner casing around his brain and created a small hole in it. The previous use of a god blast, at a lower level, one implied to be less than half the strength, was enough to send Galactus fleeing because a second such blast could kill him, implying that a blow which could kill Galactus is but a light wound to Exitar even when applied to a vulnerable position. Though with a mere physical blow at full force, Thor was able to make a hole in its outer armor large enough for him to enter through, though the Celestial felt it not for it was less than the bite of a flea to a mortal even as the shockwaves of the strike destroyed cities miles away. Exitar was even implied to exist in multiple locations at once, so advanced was his state of being. And you, now, are his equal. This increases your size to that of Exitar's looming height of 20,000 km. Any powers you take stand staggeringly increased by this status of being.

You will begin your time here in deep space. You may be with the Fourth Hunt if you desire.


THOR
12¢
IND.
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FEB
THE MIGHTY
THOR
SHALL A GOD PREVAIL!
APPROVED BY THE COMICS CODE AUTHORITY
MARVEL COMICS GROUP

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.

Reset Survival (Free while here/100 CP to keep): So the Marvel multiverse sometimes gets destroyed and remade with almost no changes. It's not the most common in Thor comics in specific - though some of his early time travel with Mjolnir predates splitting timelines being a thing and could feasibly count - but with things like the Infinity Gauntlet event, or even the Scarlet Centurion in the Silver Age Avengers, it does happen, even if it's not as common as it will be after the 90s. Will this end your chain? Well to save you needing to ask Jumpchan here's this. If history is altered or reality warping is used to reshape the current universe into something new and different - such as when Nebula undoes Thanos's snap by resetting the universe to before it happened or the Scarlet Centurion used time travel to make the Avengers help him dominate the world in a false utopia - you will still exist in the new timeline or reality unless the change is specifically done in a way that would destroy you - such as specifically erasing you from it. This doesn't guarantee you'd survive till the present in the new timeline; if the Avengers are hunting all super powered beings and you can't handle that you could be killed in the new timeline, but you'll have been acting within it and are guaranteed to have had an existence at the start of the jump in the new timeline so won't be killed if your full jumper self wouldn't be.

If the universe is wiped out, but recreated with you in it, it will not count as death for the purposes of your chain. This even covers if you die in the events leading up to its destruction if they're retconned from existence, and covers when time travel is used for these purposes as well.

Ackursed Being (50 CP): Once per jump you may dedicate your being to revenge. You will be stripped of all other desires, left only with your desire for vengeance, but this singular focus protects you from other mental influences. This will also bestow upon you power from beyond. Finally you are able to sense the object of your hatred, able to detect them across an entire realm, knowing when they enter or leave its dimensional confines, and piercing magical disguises and illusions they might wear. You cannot be swayed from this vengeance, except by learning that your reasons for wanting this vengeance are misplaced, or its completion. All these benefits only apply so long as you maintain this absolute and monomaniacal focus on vengeance.

Allspeak (50 CP, Free to Demigods, Gods, and Skyfathers): When you speak any being capable of human-level language will be able to understand you as if you spoke in their tongue, and you are able to understand any human-level language. This won't work to translate the language of animals, or other sufficiently inhuman languages, or translate your voice if you lost functional vocal chords.

Gargantuan Gourmet (50 CP): You are a chef such as would be welcome in the halls of Asgard or any other realm you care to name. A master cook, you possess such culinary skill that you could make low cholesterol, no fat broccoli burgers that people actually would want to eat. Now imagine if you were making something that didn't by its nature taste horrible.

Vanir Tracker (50 CP): You are a highly skilled tracker, able to easily follow spoor and signs of travel, and more you are capable enough to reconstruct scenes entirely from them. This might not be quite perfect - it could be hard to tell if someone willingly sacrificed themselves or was tricked into misplaying their own treachery - but you can reconstruct a mostly accurate fight just by looking at the footsteps and signs of the battle.

Voluminous (50 CP): You are fat… or well maybe you're not. But like Balder when he was hanging out a bit too much with Volstagg you're able to move and act normally almost completely unimpeded by any fat you do possess. You could be carrying more cheerful jelly than the lion of Asgard himself, and yet you'd still be as spritely and quick on your feet as if you were a more trim weight.

Godly Beauty (50 CP/100 CP; 50 CP version free to Eternals, Demigods, Gods, and Skyfathers): You are beautiful. As a human you would have the sort of looks which make someone think you'd make a great model or leading man. Failing something like disfiguring injuries, or overindulging feasts until like a semi-retired lion you grew corpulent beyond peer, you could be said to be at the very peak of mortal beauty, and even with such things you'd look relatively good and be able to pull it off with style.

But this is only a rather normal level of beauty for the inhabitants of the Eternal City. Even if uncommon among the more misshapen giants, trolls, and dwarves. For **100 CP (or 50 CP if you got the base level free)** you are given a beauty with which only few in Asgard could contend. And this beauty is extremely resistant to being tarnished. It would take a powerful god, using powerful magic, something on the scale of Hela's focused power, to inflict scars which were unflattering; and even that wouldn't stop you from growing a beard if they were on your face. Your hair always seems to return to your preferred style, and filth and uncleanliness do not stick to you as they would others. You

won't even gain weight from feasting and indulgence unless you choose to, naturally returning to your ideal body weight and type, and never needing to worry that your diet might give you disgustingly oily and greasy skin. In simple terms you look stunning, and combined with the proper **Beguiling Enchantments** your beauty alone could become a weapon with which to command the minds of mortals, and threaten those of some gods. This is not purely because of your spells, but some essence of your nature as an enchantress having seeped into your flesh intensifying your beauty's effect on others. Careful, you may find yourself having brave men fight their way through your fortresses simply to swear their eternal service to your beauty.

Cosmetic Redesign (100 CP): Artists change and with them so do the way that things look. While some characters and their gear are more stable than others, Asgard's looks have changed over the years since Kirby, even Thor has gone through a few costume choices in the 90s, Jane Foster looks like a completely different person, and Sif has more than a few costumes throughout. So maybe you want to go through your own 90s phase and switch things up. Now you can as, once per year you can change the design and appearance of all of your CP backed items. This won't change their function, and as such must remain within reason for their function, but is merely an aesthetic modification.

Knife Materialization (100 CP; Free with Zaniac): Like the Zaniac, you are able to materialize knives of energy. These knives explode when thrown, either with magical energy - if you possess a magical race - or radioactively otherwise. This explosion is relatively low powered compared to the maximum output of other perks which allow for energy projection, but the creation and throwing of these knives is also relatively non-energy intensive. You could create explosions that total trucks or blow holes in bridges. As a god (or equivalent) you could create explosions that easily destroy buildings or damage even the mighty walls of the gods. As a skyfather these explosions could collapse mountains or change the scenery - low on the scale of destruction compared to your full manifestation but much more casual to do and capable of being charged further with your divine might.

Flight (100 CP): You can fly. You don't need any wings or visible means of support and it doesn't seem to be that much more difficult than walking. As a human or demigod your flight is merely subsonic, and it is this level that **Eternals** get for free. As a god you are capable of supersonic flight even in an atmosphere and of reaching FTL speeds outside of it. As a skyfather your flight would easily circle the Earth in moments, or fly across the breadth of the universe in minutes. Eternals may purchase this perk at a discount to have the **God** tier of flight.

Invulnerability (200 CP): Select one of the Nine Realms other than Midgard or a magical dimension such as Mephisto's Hell, or Dormammu's Dark Dimension. While within the selected realm no weapon or violence, even mighty Mjolnir, will cause you lasting injury. One might be able to restrain you, knock you down, stun you, or with sufficient force knock you out so you still might want to be able to fight, but they cannot kill you, or cause lasting injury. You can still die from starvation, suffocation, or other similar maladies, and this will not protect you from spells that would twist your mind or transform your body, though you will be able to survive even the most powerful magical blasts without injuries. There is however a natural plant or similarly common material which, even if it would not normally harm you, will turn off this invulnerability if you are struck with it.

In future jumps you may select one mystical realm or dimension outside of the 'normal' world where this invulnerability will apply.

Sunshine (200 CP): You possess the power of light. You are able to project this light outwards as a weapon, either a brilliant light too bright to be seen through, or something more warm. This light is extra effective against creatures of darkness, evil, and elemental ice. As a demigod it'd prove an effective weapon against ice giants, and capable of burning away at dark elves and demons as well as other forces of darkness, ice, or evil incarnate, though you'd not be harming more ordinary individuals effectively. As a **God** while you'd not be melting polar ice caps in minutes, your light could melt away a fortress castle of ice giants, or quickly melt an ice giant down to nothing - or a small dwarf-sized creature if you were merciful - even though the ice giants are not usually actually made of ice; it would take an ice elemental on the scale of Ymir to resist your warm, protective light, and a usable weapon against more ordinary individuals possibly sufficient to melt a sword or other metal. As a **Skyfather** it will grow yet further in scope and power, enough that you might go beyond banishing beings of ice to banishing winter itself from your presence, and without tapping deeply into your reserves of power would prove an effective weapon against most gods though still far from the best power here if they were not beings of ice or darkness.

Dimensional Teleporter (200 CP/500 CP): You may teleport yourself, and others who you hold onto, between dimensions, or worlds. This does take several moments of focus and concentration, and a similar capability is available through sufficient magical skills - such that even **Minor Magic** might give you with enough other Mage perks - and a **Skyfather** or **Celestial** could replicate this with brute power, but in addition to being more energy efficient, this will default to passing through barriers, dimensional storms, and other such difficulties with an ease comparable to Mjolnir itself as a **Demigod**,

Human, or other such race. As a **God** this will become quicker still - though still hard to use in the midst of battle - and it will become even harder to stop your abilities. As a **Skyfather** you can probably not merely hop between dimensions in Earth 616, but likely between various realities, and your transit will be fast enough to use it to teleport around a battlefield.

This would be more expensive but there are so many other ways to acquire it here already at least to some extent.

For the higher price of **500 CP** your powers expand to be more similar to one who is a master of the continuum gate. You are able to teleport others without touching them, project images and sound through portals to blaze across the sky, and extend your senses to detect if anyone or anything has teleported or traveled between dimensions. These powers can be resisted by unwilling travelers, and it'd be easier to catch Mjolnir when it is thrown and teleport it, than to teleport Thor or to try and teleport it out of his hand. The range of your senses, speed of forming portals, and ease of teleporting the unwilling will all increase as you progress from **demigod** to **god** to **skyfather** as will the size of portals or ability to teleport and target multiple individuals at once.

Energy Projection (300 CP): Many of the races already possess some level of energy that they might project either through natural means or the light admixture of magic, and magical bolts of force are a very common magical skill. However you seem to possess particularly powerful energy blasts. As a demigod or a mortal they will be strong enough to be a useful weapon, and even potentially temporarily bring down a weaker herald of Galactus if you catch him off guard. As a **God** or equivalent they will rival those of Perrikus the god of unlimited power and infinite energy, able to seemingly overcome Mjolnir's anti-force. As a **Skyfather** blasts on the scale of Thor's godblast might be something you could repeatedly send forth, and reducing the indestructible Destroyer Armor to molten slag dissipating the energy of the spirit(s) inhabiting it would not be out of the question, the sheer power of your blasts being potentially unrivaled among the gods.

God(dess) of the Sea (300 CP): You are able to breathe water as easily as the air, and swim as if it was your natural element. In addition you possess the power to control and command the water of the seas. As a human or demigod, you're not able to create water, or even manifest it from the air, but you can control it such that you could rise aloft on a column of water which could stretch miles from the sea, and wield it from there to create blasts of water that could demolish walls, and otherwise turn standing water into your weapon. As a **God** or equivalent you might be able to create city destroying tidal waves if

you strained yourself, or carry water from the sea to the center of a continent, and generally control massive amounts of water. As a **Skyfather** you could control water worlds away, and are no longer bound by needing existing water, but could create it as well.

Imperial Majesty (300 CP; discounted with Power Bestowment or Within This Realm Jumper Rules): Odin can easily remove the powers of his Asgardians for it is his right as their Allfather and king, but he cannot exert the same influence over the trolls or the Olympians, though Zeus can with his Olympians. You possess a similar authority over your subjects. Not necessarily to depower them, but you will find that their resistance to any magic or powers you possess is greatly reduced, and that your attempts to modify or manipulate their essence or nature go more smoothly. This applies to any beings who are legitimately your subjects, including any native inhabitants of CP backed properties, lands, or dimensions you possess.

Master Smith (300 CP): You possess the skills of a dwarven master smith, able to forge objects of magic and power. Even without skills as a sorcerer your skills at the forge are enough to imbue your creations with magical powers, though you won't be making Mjolnir with just this even if you had a supply of uru. Still even without skills as an enchanter you could make many powerful objects of magic, and it's not like the smith who forged Mjolnir enchanted it himself.

Decay (400 CP): Your touch possesses the power to instantly age objects and individuals. As a human or demigod you could kill an average Asgardian demigod in moments, or cause a structure to age centuries in instants. As a **god** or equivalent, you'd be substantially more powerful, able to bring the weight of untold millennia with your touch. As a **skyfather** even truly timeless and immortal things, which should not decay or wear away regardless of the time that passes could be rendered old, infirm, or brittle with age by your touch.

Elemental Force (400 CP): Select fire, ice, or storms. You possess a powerful control over this element. As a human or demigod you're on the scale of a human elementalist; think more Iceman (after his mid 80s power boost from Loki) or the Human Torch. You're powerful and able to be a serious threat to a city, but you will not be overpowering Ego's control of his weather, or melting Antarctica with enough fiery power to destroy a whole galaxy (at least according to Surtur). As a **God** or equivalent you would possess the power to be a true threat, elemental powers on a level similar to Ymir or Surtur; you might not quite match them in scope of projection (without **Giant**) but you will be a major threat, with elemental powers that could match or even surpass Mjolnir's energy

bolts or storm manipulation (though not its might godblast). As a **Skyfather** or equivalent you will be mightier still; two entities of such power fighting with a raw tug of magical might birthed stars and destroyed planets, and you might bring truth to Surtur's words that his fires could destroy an entire galaxy.

And yes, this can be used to simulate flight for many elements. This will still be more difficult and energy intensive than the perk **Flight**.

You may purchase this power multiple times if you want such elemental prowess over all three forces.

Gargoyles Touch (400 CP): Choose one hand. By touching a being or object with the palm of that hand you can turn it into stone for 60 minutes. By touching yourself you can turn yourself into living and animate stone, possessing its strength and toughness while retaining human-like motion. Other beings and objects you touch will turn only into mundane stone. This touch, even from a mortal, can affect even Asgardians, and has even worked on Thor though he has sometimes resisted it in part. As a **god** you can control the length of the effect, reducing it, or increasing it up to 60 hours. It will of course also be harder to resist, and you will be able to reverse its effect with will and by touching an affected being with your other hand. As a **skyfather** your touch can turn even intangible things to stone, and even other skyfathers and the greatest of godly wizards must fear it especially as you may make it permanent.

Unspoiled by Ugliness (400 CP): Like the god of light, Balder, you possess a powerful and potent force of charisma. Animals love you, people like you, and even enemies fall in love with you. This charisma won't affect everyone all the time - Loki hates Balder for it in his jealousy, Malekith is far too gone in his general loathing of all life, and Balder has had to deal with random vanir who wanted to kill him to simply prove they were better than the legendary warrior turned coward though the last did become his loyal friend and ally in the end. But as a general rule people are inclined to like you. This works better when you act in a way that they can like - treat people badly and this charisma will go a lot less far than if you treat them well.

Even the weather and world around you seems charmed by your presence. Plants grow better when you're around, and the weather is more inclined to be pleasant. Animals come to delight you, ask you for aid, or provide you with what aid they can. It's as if the world itself loves you, and even the fates themselves may take a special interest in your well-being. This can provide you with a touch of luck, or in Balder's case a warning that

he was making a mistake from the normally neutral Norns themselves, but don't expect this to stretch too far.

Incidentally you can now understand animals and they can understand you. They might not be the most informative at times, but they will at least try and report to you things that would be of interest to you, like 'that woman you like to be around put this nice man in the dungeons' or 'that woman you like to be around was carried away by frost giants'.

Bridge Guardian (500 CP): You possess senses far beyond the norm for a mortal or even a god. As a **God** (or equivalent) you would be the equal of Heimdall himself, able to hear plants growing on the other side of a planet by putting your ear upon it, or, by focusing your eyes, see across interstellar, intergalactic, or even interdimensional distances. It's still possible for an individual like Loki to through magic and transformation cloak themselves - crawling past your feet as a snake or flying past as just another buzzing fly - to sneak past you, but your sight can pierce invisibility from lesser mages, and can extend into cosmic reaches. And your senses are not merely distant, you seem to be able to see broader swaths at once, taking in entire cities should your focus be there, or picking out one voice among a myriad. As a **demigod**, **human**, or other race on their level you will be reduced substantially. You can still see across a city, or hear one voice within one, but your scale is reduced; you might see onto another planet in the same solar system, with great difficulty and strain on your eyes see a blurry vision of another dimension, or hear a plant grow across a country, but you won't be extending your senses across interstellar space. As a **Skyfather** (or equivalent) you could by focusing your senses extend them over the entirety of a dimension like the Negative Zone, not merely looking at another planet, but seeing and hearing everything in the galaxy at once. And yes, your mind will be able to handle senses of this scope well enough to isolate what it is you're looking for and observe it, though these observations are strenuous and at this scale would require some expenditure of your divine power or cosmic power or power cosmic.

God(dess) of Radiation (500 CP): You possess the powers of China's greatest super being, and one of Thor's few early foes to actually threaten him. That is you possess the powers of the Radioactive Man. Or at least his Silver Age incarnation. You possess the ability to release radioactive force sufficient to melt metal coming towards you, and destroy entire buildings around you with ease. You can also use this radioactive force to blow projectiles including lightning shot from Thor's hands and Thor's Mjolnir. Finally your oddest ability seems to be that you can use it to generate blinding light with which to hypnotize people. This worked on Thor, but this was early in the Silver Age where he had no more resistance to such things than an average person, so it is no guarantee it will

work on heroic wills. You are also radioactive and presumably can cause radiation poisoning and cancer. Finally you can arrange your radioactive molecules in such a way that if you are hit with sufficient force you will explode like a nuclear bomb; it takes a rather long time to do this or undo this though so try not to get picked up by a tornado and carried to somewhere you don't want to nuke. As a **god** you will gain more modern powers of Chen-Lu the Radioactive Man, specifically the ability to sense radiation, to absorb radiation, and to project your radiation in various types including copying various forms of comic book radiation not found in the EM spectrum. You will also find the power of your released radiation increasing, and your final explosion something to destroy mountain ranges as opposed to cities. As a **skyfather** your mastery and control of radiation will expand meaningfully, as will the force of your radioactive blasts and protective fields and your final explosion will be likened more unto a supernova than a human bomb.

God(dess) of Speed (500 CP): Well you might not be a god. But you possess the speed of a god of speed. How fast you are is unclear. As a mortal or a demigod, you are a comic book speedster, you can easily outrun cars and probably run at near the speeds of sound, and in battle are fast enough to run circles about Thor, striking at him several times for each blow he attempts, though given time he will adjust and strike true. As a god, or similar being, your speeds will be greater, though still not a match for Odin's horse Sleipnir. You will also be faster in a battle than as a demigod, and could pull off feats like running on air to slow your fall. As a Skyfather you will be fast enough to run around the world in minutes, and continue to be faster than the tier below. Speeds in these comics are somewhat vague; while there are speedsters of varying levels, all of them seem to run circles about Thor until he gets tired of it and figures out how to strike them fast enough, and many are far slower than his repeated light speed attacks.

Living Sand (500 CP): You have been transformed into a being of living sand. This form gives you immense strength, at least when you harden your body to its utmost, providing you with superhuman physical strength as if one racial category greater (human gets demigod, demigod gets god, god gets skyfather, skyfather goes to the very top of rating 6 or 100 tons class). Besides this immense strength and the resistance to injury which comes with it, you possess the ability to shift and change your form, stretching out limbs by rearranging the sand of your body, forming weapons, transforming into a tank of pure sand, or turning into a living sandstorm your body losing its human form completely as you fly as a cloud of sand. This grants you incredible resilience and the ability to change and reform yourself to resist attacks, and would allow even a mortal to threaten Thor; though some of that comes from his reluctance to use his full force in mortal cities.

Mind Powers (500 CP): You possess psychic powers. These powers can be straining to use frequently or in repetition, but are potentially quite immense.

As a **demigod** or equivalent, your powers are roughly equal to those of a Rigellian colonizer. By thrusting with your mind you can telepathically compel obedience in others - though strong wills can resist this as Thor demonstrated first by throwing it off after an initial surprise command and then by simply ignoring 5 simultaneous attempts to stop him. This also comes with telekinesis, powerful enough to stop thrown objects in flight, or to light them ablaze. This won't be stopping a throw from Mjolnir - even at Thor's usual restrained level when dealing with mortals - or tossing around Thor but it's plenty to stop most attacks or toss around weaker mortals, or smaller vehicles. This mind thrust does seem to be focused against a single target however, though you can give commands that continue even after the thrust is completed.

As a **god** or equivalent you can now broadcast to multiple minds at once, affecting entire crowds, or focusing your will on a single individual to influence a stronger will. It's still unlikely to serve much purpose against Thor but it'll at least take even him some effort to resist. Your telekinesis has likewise improved, becoming strong enough to lift entire compounds such as the Pentagon and use them to crush your foes, or move entire structures up to the moon - though that might take some time to get them there.

As a **skyfather** or equivalent you could project telepathic force sufficient to render entire civilizations or a single Thor senseless, control or influence numerous minds at once, and broadcast thoughts across the stars. Your telekinesis is such that you could move a planet through space or pluck asteroids from space and lob them at great speeds in a battle of titans with force enough to make Galactus take action to defend himself and to challenge the very might of Thor himself.

Death Demon (600 CP): As if you were modified by Doctor Doom and imbued with promethium, you possess the powers of the Latverian death demon Darkoth. This grants you increased strength albeit somewhat shy of an increase in racial kind (a human with this would be shy of a demigod, a demigod shy of a god, and a god shy of a skyfather, though with **Mighty** a human might equal a god). As a death demon you can fly albeit only at speeds comparable to your walking speed, and you are able to turn yourself intangible allowing you to walk through walls or let weapons and attacks pass through you though some esoteric or mystical energies may affect you in this intangible form and you may only turn your entire being tangible or intangible at a time and lack granularity of control between fully tangible and intangible. Most uniquely you possess the ability to draw on the power of your enemy's will, collecting it and transforming it into a beam of

force, striking them with an attack powered not by your willpower but by theirs. This was a blow that nearly felled Thor - though Thor was able to power through it with a combination of his indomitable will and his immense strength and even greater endurance - to end the battle.

Uru Body (600 CP): Like the troll Uroc you possess a body made of nigh indestructible uru metal. This metal body will increase your strength somewhat though surprisingly little; less than **Giant** and well less than **Mighty**. However your body is made of nigh indestructible living metal. While Thor uru metal has been destroyed in the past, it is on a rough par with primary adamantium (which Thor has also destroyed in the past), and Thor found it impossible to simply destroy the troll Uroc. Though beings such as the Destroyer and Celestials have proven capable of destroying uru with relative ease.

Demogorge (700 CP): You possess a nature similar to that of Amun the last of the Elder Gods, the first of the gods, and the skyfather of the Egyptian pantheon, or that of Desak once he was transformed by the Amulet of Power. This grants you a sort of natural advantage over gods and similar beings making you mostly immune to their divine powers and able to absorb their godly forces to empower yourself either by absorbing their attacks or sucking them into your body where you will digest them. Of course if you're not a Skyfather this won't make you an equal to Amun - who could deal lightly with Elder Gods and ignore the powers of 6 of the mightiest death gods simultaneously, though Thor was able to fight from within him with enough resistance to reverse his natural processes and halt his digestion (though Amun was able to enforce a deal even then). As a demigod you will find that a god may overcome your ability to absorb power; it won't be easy but Loki's magic might overcome you, and a skyfather could casually overwhelm this resistance. As a god the Odinforce could overwhelm this, and even Zeus Panhellenios could with difficulty overpower you with raw divine force and no need for skill or wit, though you'd be quite resilient and resistant to it. Still you are a natural predator to the gods, and the definition of god seems a loose one - Mephisto was shown to be included among those spiritual entities unable to affect Amun and able to be digested by him. As such it seems to apply to other mystical/spiritual beings that are god adjacent such as demons. Be careful though, feasting on these divine energies will make your body grow and mutate into a more monstrous and ugly form, and also fill you with a terrible hunger. It's possible to overcome this hunger for a time, or to find somewhere away from gods for long enough to let this hunger fade, but it will take a strong will to deal with and once you begin consuming it is hard to stop yourself.

Born of Hatred (800 CP): You might not have been literally born from hatred, but this power certainly was. You possess the ability to turn hatred into power. If you contained

the hatred of a race of intergalactic conquerors you might have the power to not only push Thor to his utmost limits, but almost casually push past it, treating him like no more than a persistent nuisance as you tore him apart with your raw, brute strength which surpasses that of any other being shown. But this is not limited purely to your own hate. You are able to draw on the hatred of others for power, seemingly without limit as long as there are enough beings who are feeling hatred, and to a lesser extent other negative emotions, granting yourself great power. Beings who possess greater life forces, such as the Asgardians, provide much more power than lesser beings such as mortals. This is not truly limited only to hatred and negative emotions, you can even draw power from reverence towards you and being adored though this does seem less effective; were all the people of Asgard to mistakenly believe you were Odin and direct their reverence of him towards you, you might be propelled to power enough to impersonate the skyfather though even then it'd not come close to equalling his might and merely provide power greater than any Asgardian save Thor or Loki. And while this power is most easily used to enhance your strength and resilience, it is not limited to it. You can use it for magical purposes if you are skilled enough in magic to do so, but this is much less efficient typically than raw strength - your strength might vastly outclass Thor's but your magical might would still be well below a Skyfather's.

Absorbent (1000 CP): You possess the powers of the Absorbing Man a.k.a. Crusher Creel. By far Thor's most deadly and powerful mortal foe, the Absorbing Man possesses the power to absorb the properties of whatever he touches. By touching steel he can become steel - and he can do so reactively as a bullet strikes him if he's aware someone is taking the shot - and by stone he can become living, moving stone, by touching uru or adamantium he can become it. And he's not limited to solid materials. He can become water, air, hydrogen, helium, and more. Nor is he limited to materials. By touching Thor he can absorb his properties, gaining his strength and godly resilience. By touching the Hulk he can gain his strength. This even goes as far as becoming energy such as transforming into lightning or even becoming the Odin Power when struck by a bolt of power from Odin. It's even possible to absorb multiple elements at once, fusing them together in his form, though this causes massive growth and is difficult, even dangerous as it is possible to lose control of his form by absorbing too much. This power does have some limitations as it takes some awareness, focus, and intent to absorb things, and when coming in contact with many things at once it can be difficult to select what thing to absorb. It has also taken him multiple or sustained contact with Thor in the past to absorb his power implying that some things may possess enough power he cannot fully absorb it, and there is a limit to how long he seems able to hold an absorbed state.

Unlike most powers here this one is only slightly affected by your tier of being. Still in theory as a god or skyfather (or equivalent) you can more quickly fully absorb things and if there is an upward limit to the power that can be absorbed (he only showed a fraction of Odin Power and while far outside of this jump's scope the Sentry was able to dissipate him temporarily by overloading him with the Sentry's full power) it would of course increase.

Power Cosmic (1200 CP): You have been imbued with the Power Cosmic similar to one of Galactus's heralds. Specifically, you have been granted the same Power Cosmic as his herald Firelord. This is a lower level than that of the more famous Silver Surfer, with his strength only at the 50 tons levels (class 5), and generally reduced capabilities, though an impressive control of cosmic flames. That is unless you are a God or other race at the God level in which case your powers will be equal to those of the Silver Surfer's. As a Skyfather or equivalent you can already rival Galactus himself without this power, but it will grant you the power cosmic at Galactus's level without his hunger (or his cosmic energy being nature).

True Elemental (300 CP; requires God, Giant, and Elemental): Odin's vizier wise and learned as he is, informs that as true elementals Ymir and Surtur can never be truly slain except by another elemental. While events in later volumes would put a touch of a lie to this, Surtur manages to not die through a whole lot of stuff. Many well and truly intended to kill him.

You are now counted as a true elemental, a primordial manifestation of elemental force and power, and one unable to be slain save by another similar manifestation of elemental force and power. This is not merely one who wields such powers, but something that is born from reality as a manifestation of this force. Other things can wound you, or even leave you in a death-like state for a time, but cannot bring you a true death and you will always be able to recover from such destruction.

God(dess) of Death (900 CP/1300 CP; requires Demigod, God, or Skyfather): You are no ordinary god, but a god of death, one who wields its powers and might. This provides you with a boost to your physical power, as a Demigod you would equal a God, as a God you would equal a Skyfather, as a Skyfather you would be closer to Thor's normal showings. This also bolsters your magical might in regards to death and the dying, making magic affiliated with death much easier for you to work; this extends to rot and aging, and many curses. Even without sorcery you possess magical powers of death, including that to age others with a touch or bolts and beams, effective enough to age even the nigh-immortal Asgardians. Your touch is your greatest weapon, able to rot objects and

individuals and even kill even immortal beings with a touch of skin against skin, though those that are more powerful than you can resist this; Hela has killed Thor before this way, but has also proved able to only scar his face. As a **demigod** many immortals would be beyond you, and only the weaker Asgardians would be liable to fall to your grasp, with the likes of Heimdall able to casually ignore it much less Thor himself. As a **god** your powers would go a step further, Hela has managed to kill Thor before and to wrest half of Odin's soul into death though he was already at a near death state. More importantly you can heal as well as kill, capable of fully restoring another to life if you have a proper claim to their soul, though your powers as a god of death come from the presence of death and should you reduce it significantly you will reduce your own powers. You also possess the ability to claim souls, and take them to any extra-dimensional realm you possess through CP purchases, and can even force claimed souls back into extant physical life with minds modified as you wish. You also gain the ability to instantly transport yourself to anywhere that death exists with but a thought. If you're a **Skyfather**, you're truly one with death and removing you could remove death from the universe. Your power is vast, and nigh incalculable. Though a being such as Odin could still oppose you, or potentially kill you.

That is if you don't pay the higher price of **1300 CP**. At that price death is a literal impossibility for you. Like Seth, the Egyptian god of death, you cannot be killed. You can still be injured, but what would normally cause death will just be a temporary banishment for you from the plane of existence upon which you would have died. The length of time before you can return to it will vary, and you may be cast out from all physical existence unable to meaningfully affect or even perceive reality if there are no planes of existence for you to go to, but you will eventually be able to return.

God(dess) of Luck (1000 CP; requires Demigod, God, or Skyfather): You are a god of luck, able to alter probabilities on a large scale. You are not merely lucky, though you will find that accidents can only benefit you, since it seems when it comes down to 'truly' random chance it always comes out favoring you to some extent. But it is not just that you are lucky and good things happen to you. You are actively able to grant others good or bad luck, and alter probability in their favor or against it. As a **demigod** you could make the truly improbable happen with reliability, your luck and that of those you favor being massive, and fantastic. Still you'd be unlikely to defeat Thor with such power alone, or even aid one such as a member of the Warrior's Three to do so. As a **god** you are something much more. Seth was, by capturing and forcibly controlling the powers of the Egyptian god of luck, able to open interdimensional portals completely at random to cause a successful invasion of several divine realms, overcome Balder's invulnerability

which ensured that nothing save mistletoe could harm him in Asgard by causing sheer freak chance to have him be hit despite it, and seemed poised to defeat Odin who the council of Godheads had seen as the most powerful Skyfather of all of Earth's pantheons. Though note that pushed the limits of Bes's abilities, and Seth was already a powerful god of death and a skilled sorcerer as opposed to a rather average god. As a **Skyfather** your power over luck and probability would extend even further. One would suggest perhaps it is enough to make the actually impossible possible for you and those you favor, but given the feat with Balder's invulnerability that might have already been possible.

Hero Perks

Walk Amidst the Weak (100 CP): It is easy for those who are strong to forget what it is like to be weak. For one who holds powers like unto a god to forget what it is like for a mortal who must always struggle. For a warrior born to understand what it takes for a common man to work up the courage to face death. Like Thor learned through his time as Donald Blake, you possess the perspective required to have full empathy for the weak, understand that not all can have power such as your own, avoid the trap of believing power is the same as worth, and generally continue to empathize with ordinary individuals and understand their trials and tribulations no matter how powerful you become. Of course this is merely the ability to have this perspective and still put yourself in the shoes of mortals even as a god whose words can shake galaxies.

Inspirational Force (200 CP): You possess the power to inspire others to throw off their shackles and stand beside you in battle. When you take the field your side's morale is boosted, unnecessary fear seeming to melt away, as a second wind seems to come to those who would stand beside you banishing for a time exhaustion and pain. This won't make people into berserkers, but you can drive your allies to greater heights of fervor and passion in their cause, and give even the hopeless and defeated new hope and strength to stand and try again knowing that you are there. Or that you would stand and fight if you were, as you will find that those who you have fought alongside or even merely fought for can gain similar benefits merely by the memory of your bravery.

This also gives you the ability to die as courageously as you fight. You will possess the courage to face certain death if you believe that is what must be done, and to face odds no matter how great if the cause is right. This isn't an inability to feel fear, but the courage to surmount it and not fall to panic or despair.

Strength of Character (400 CP): Yours is a will of steel, or perhaps of uru. Your willpower is such that it would be called unbreakable, and you possess the ability to rise above any temptation, and push off pain. The charisma of others cannot hold your mind, no matter how sweet their words or how charming their guise; it would take an honest plea and an honest attempt to if not become good at least become something not as wicked as she was for the Enchantress herself to have a chance at seducing you, and while Loki might be able to deceive or trick you, his charm will not bind your mind to think him good.

Even mind control can be shattered by your unrelenting resolve and will. While you're not blanket immune, even for those effects which should subvert the will entirely your

sheer unbreakable will seems to make their control awkward and at risk, and even if you cannot break it with sheer willpower - which there will always be a chance - your strong habits and moral restrictions will still bleed through. If you refuse to use your full power against mortals, you won't even when mind controlled, possessed, body puppeted, or otherwise manipulated, and if you refuse to kill mind control to force you to do so will fail… this might not always break the mind control, but if it pushes against this it will fail in the end.

If taken with **Inspirational Force** you will find that, like Thor, you can rise above even the greatest of fears, or the supernatural terror of beings who are the living embodiments of fear itself. It might not be instant, but no artificial or supernatural fear can hold you for long, and once you've resolved yourself and fully martialed your will they won't hold you at all.

Even the Fates Would Fare No Better (600 CP): It would seem the fates take pleasure in the acts of heroes. When you are pursuing a worthy and noble cause, you will find that things seem to go better for you. The blows of enemies miss, your own strike true, attempts to kill you or remove you from the board prove far more difficult, as fate seems to give you a means of escaping their full force, or returning from your exile. This only applies when you're acting as a hero, seeking no personal gain but to protect and save others. But when you act for noble causes you will find the fates falling on your side, making it much harder to stop you or constrain you. This even leads you towards allies and help when you need it for such a cause.

This blessing of fate seems to make you a little resistant to it as well. It won't be easy to defy the norns, but Odin and Thor have found ways around their fated ends and Ragnarok, and you can do so as well.

Villain Perks

You Know How It Is With Schemers (100 CP): They are the easiest to deceive. At least Loki says as much, and you'd expect Loki to know. And now you share his quality when it comes to deceiving them, being quite capable of discerning the motives and goals of those who share your general morality (or lack thereof) and of quite effectively playing up your known moral vices (or virtues) to deceive those who attempt to use them to play you as the fool. Though do be careful, they're still schemers and many of them are quite skilled in doing this themselves, but those who lack your cunning as well as infuriating morality can easily be made putty in your hands… at least for a time.

Always an Escape (200 CP): You seem to be almost impossible to constrain long term. Oh, you can be trapped or depowered, but they'd best kill you quickly, because like Loki - or even Surtur - you seem to always be able to escape sooner more often than later. The longer you are thus contained the more likely you are to have some improbable and perfect chance to escape, or simply for the containment to fail of its own accord. No matter how perfect the seal is, it will break eventually. It just takes longer the more perfect the prison, but even then they can't hold you a mortal's life, much less a god's.

Burning Shadow (400 CP): You possess the ability to obscure precognition with acts of great scale and scope. The closer to performing such an act you come the harder it is for others to foresee your actions through supernatural means, and when you arrive at them it becomes impossible for even the Norns to know how it will end.

But this is only a side effect of your true nature and your destiny. Like Surtur you are destined to destroy the entire universe. Surtur was not a threat to a single dimension or realm, had Surtur triumphed it was not only Asgard which would fall, but all of the 9 Realms and the connected dimensions; all of the universe which is designated 616 and its myriad sub dimensions and realities. You are capable of a similar scope of destruction. It will not be easy, and the exact steps necessary will be different with each universe, but when you enter a universe for the first time you will know how. Just know that if you begin to pursue this path it will include alerting that reality's defenders and defeating them soundly at the height of their power.

Ever an Opportunity (600 CP): Villains act, heroes react… but it's more than that. Loki would long have run out of pathways to act, if he didn't always seem to find some new opportunity falling into his lap. Whether it's a new ally, or some silver coated herald of a cosmic being he can empower further and dupe into fighting Thor, some artifact of power, or just a moment of weakness in his foes, Loki is always finding new

opportunities and chances to pursue his goals and objectives. And now so are you. You have a strange luck where opportunities fall in your path. Whatever your goal or objective, if it's at all possible you'll find the stars aligning to give you a shot at it. This won't do everything for you - Loki isn't the undisputed king of Asgard - but it still managed to get Loki onto the throne more than once. Hopefully you won't need as much help as he does.


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Warrior Perks

Flashing Steel (100 CP): What is a warrior without the skill to back it. You are a highly skilled warrior. While you might not match Thor's skills - enough that even depowered he can fight on par with Captain America though he doesn't quite have the hang of bouncing the shield back to himself merely between enemies - you're skilled enough to count yourself alongside the heroes of Asgard such as Sif, Baldur, and the Warriors Three. This won't give you Sif's greater than normal physical capabilities, Fandral's graceful speed impressive by the standards of these warriors, or Baldur's mastery of defensive combat such that he is considered untouchable, but this is enough to count as one of the finest warriors in Asgard or Midgard, to pit steel against sorcery, or deflect bullets with a medieval war mace. In a world of Marvels there may be humans who are able to better you in pure skill, but in a more ordinary world this would be definitely superhuman.

Tireless Warrior (100 CP): You possess truly impressive stamina. You can fight, or simply physically exert yourself, for several times longer than normal without exhausting yourself. As a human you might fight day and night without rest, and still be fighting well. As a demigod you might fight for weeks on end. And as a God you would be the equal to Heimdall able to watch the Rainbow Bridge without sleep or rest or of Thor who once fought Zeus seemingly for years on end during the Trojan War.

Dazzling Speed (200 CP): Like Fandral the Dashing, you possess agility and acrobatics which stand out as impressive even by the standard of your race and warriors of this world. While this won't make a human into Quicksilver, it's enough speed, and good enough combat reflexes one might manage to dodge and avoid Thor's blows - at least those he is willing to send towards a mortal - for quite some time, and to make a demigod famed for his speed and agility among Asgardian warriors. This also makes you remarkably good at catching and striking blows against warriors who possess speed more like that of Quicksilver's. It will take a bit of time to learn how they move, but, like with Thor, the ability to literally run circles around you won't defend them for long.

The Art of Being Somewhere Else (200 CP): Much can be said about the strength of Thor, the swiftness of Fandral, or the skill of Sif, but it is Balder who faces off best against those whose power surpasses his. And you now have his skill. You are an expert at predicting and avoiding blows, whether by dodging, parrying, or blocking. Some enemies may be simply too physically superior - even a god such as Baldur could not overcome Thor based purely on this - but even the likes of Thor, Mangog, or Surtur will find you an annoying and difficult flea to smash aside.

This also makes you an expert at intercepting attacks intended for others, as well as parrying beams and energy attacks. While Mjolnir's spinning might make a shield that is impenetrable even to sustained lasers, you could block an array of bolts and beams with nothing but an ordinary sword.

Control of Force (400 CP): Like Thor, you possess insane control over the harm/damage you do with your actions, and your applications of force in general. For example, should you be strong enough to throw a bed across multiple city blocks, you could strap a normal person you just removed bullets from to a bed and throw it to the police station across town without hurting them. Beyond ensuring you'll never accidentally kill someone, or hurt someone with super strength, this allows for things like hitting the ground in a way that creates a shockwave that travels miles to bounce a truck over someone in its path, and other physics and logic defying applications of strength and force. This won't let you do something like use world breaking force to hit a normal mortal without making them into salsa, but you could shatter someone with world-breaking force without breaking the world they're on.

Mighty (400 CP): Thou art strong of body. As a mortal you could contend with demigods, as a demigod you would surpass gods, and as a god like Thor you would in pure strength surpass skyfathers. And if you were already stronger than the norm, you'll still find that you are stronger still than you were previously. And this is not just an increase to what you can lift or the force of your blows, you are tougher than would be expected. As a God, a skyfather like Zeus would have difficulty subduing you non-lethally even were you to fight them for a decade (assuming you didn't exhaust yourself), and even with your power halved you could survive blows intended to be lethal from one wielding half of the might of the All-Powerful Odin Force. As a demigod or mortal you'd be less resilient, but even as a demigod you might take blows that would fell mountains on the chin without being more than briefly staggered. And if you're something more than a god your resilience would be likewise increased. But even blows from one who should be your physical equal (or superior) will have trouble bringing you down quickly or lethally.

This strength is also particularly hard to strip from you. It's not impossible, but even for a being such as Odin it would require a feat of sorcery and effort above the norm - the creation of an alternate life such as Donald Blake - and a more casual stripping of your powers such as stripping you of your godly might and superpowers and making you merely mortal might leave you still stronger than most demigods, capable of lifting and carrying full grown elephants. Even robbed of your vitality and might by Yggdrasil,

reduced to mortality, and stripped of all mystical about you, you'd be noticeably stronger than Captain America.

It is No Avail (600 CP): Thor's resistance to esoteric effects - magic, hax, random force fields, clarketech radiation, and infinity gems - is rather hit or miss. Some writers he can shrug off a lot, others he's as vulnerable as a human, and while Lee and Kirby introduced the former they had cases of the latter. But you possess a similar - if more consistent - resistance to such things. Like Thor and Odin, your sheer possession of power, especially mystical, serves as a protection from magic and esoteric effects. The stronger you are the more difficulty they will have in affecting you. Those of beings sufficiently more powerful than you can still affect you normally, and those of your equals will merely be weakened, but a being sufficiently weaker than you could not affect you with their power no matter how absolute it normally was. This seems to work on some combination of magical strength, cosmic import, physical prowess, and even strength of will.

This also provides you some additional resistance to power draining. Like how Odin could with ease depower Thor to merely lifting elephants with ease, but even Odin can't weaken him further without a great effort such as weaving a new life about him in an act of magic that damaged the asgardian's very soul, and even turned into a frog by transcendentally powerful magic he still is a super strong frog. Like Thor, it is an extreme task even for those who stand above you to fully negate your powers or drain you of them; they can be weakened, and reduced to a mere fraction of what they should be, but it will take more than just stripping you of your powers to actually strip you of your powers. If they want to make you as weak as a common man they will need to curse you with weakness in addition to sealing your super strength.

Thus Are Legends Born (600 CP): It is not Thor's strength and his weapon of Mjolnir which makes him a legend. It is when Thor has faced those things that possess strength to stagger and dwarf his, and powers more fantastic than Mjolnir's own. It is how Thor has fought on beyond his limits to defy odds and defeat beings that should dwarf him easily in might. It is his power to go above and beyond himself in moments of great need and import. And now you have the same ability to go above and beyond yourself, pushing your powers and abilities beyond their (normal) limits when it is truly and absolutely necessary. This is linked somewhat to emotion and somewhat to narrative, and especially need. This isn't an infinite ability to defy all odds, but Thor has stood up to beings that should stand far beyond him, and in moments of extreme need has turned machines that used Yggdrasil to turn all the 9 Worlds and their associated realms, has staggered the likes of Galactus, shattered the braincase of the mightiest of Celestials, held back Mangog who held the power of a billion billion beings, and even merely in a fit of

madness he overpowered one after another Beta Ray Bill, the Silver Surfer, and then when the Infinity Watch took the 3rd fight Drax who was powered by the power stone because such was his force and need. These exertions are supremely exhausting, even for one who should be inexhaustible such as Thor himself, but in these moments you can go beyond your limits - even Eric Masterson managed to strike Thanos harder than Hulk and to lay it on until with the Power Gem empowering him and itself empowered by the full gauntlet, Thanos felt the need to use the Reality Gem to stop him.

You will see a small permanent increase in your abilities when you push them beyond their limits this way. It’s not necessarily the largest thing, but as feats become repeated they become mundane and no longer something born of the greatest moments of need.

Mage Perks

Minor Magics (100 CP): You possess a varied bag of magical tricks, much like a lesser form of the other perks on this tree. You may know spells to make you invisible to mortal eyes, temporarily restore someone to the prime of youth, minor magical blasts, and a variety of other magical tricks. This won't be anything powerful by the standards of this world, and they'll be reliant on your race's mystical power, but it's enough to do a few tricks, and will give you a wide variety of relatively minor magics. You'll find that each perk from the Mage tree you take will increase your repertoire.

Science of Asgard (100 CP): The magic of Asgard is not all the work of old legends. Much of it is equal parts technological, with magitech observatories, tanks, and laboratories often making their appearances. As such you are fully trained in the engineering techniques of the Asgardians which blend scientific equipment with magic. While this technology is generally not superior or even equal to the heights of super scientists on Earth or that of other alien races, and in many ways surpassed by normal Earth scientists, at least without higher levels of magic than just this perk grants you, this grounding in magitech may help you learn how to blend other forms of magic with technology. And of course the more magic you gain here the more you'll be able to do with this; Loki was able to use such devices to permanently increase Iceman's power substantially, and use Iceman as a focus for magic to re-empower melted frost giants back to their original size and perhaps even greater power than before.

God of Lies (200 CP): While in this era being god of lies didn't give Loki some metaphysical mastery of lying, he was good at using magic to do so. Even without other perks you know magic to help ward against attempts to discern your true motives or the truth of your words, and are particularly adept at using magic to fool supernatural, godly, or clarketech means of discernment. You'd be a challenge for Strange and his Eye of Agamotto to find the truth of your wickedness, as a God even your thought projection might be able to redirect its aura of evil to a nearby object (or an object created as part of the projection) to fool Strange in his very Sanctum Sanctorum. This will improve other magic crafted to deceive that you possess, helping your illusions or transformations to overcome supernatural senses and revelation; with the proper spells you could sneak past even Heimdall himself.

Projection of Thought (200 CP): You possess the magic to project your mind elsewhere. This can be in the form of a thought or astral projection, moving your mind free from your body, or as more simple interdimensional scrying allowing you to perceive distant locals as if you were there. This even includes the ability to use magic through this astral projection, though you will find your power and magic reduced significantly through it. This magic is particularly hard to block, as Loki was shown to be able to use it through Asgardian means to prevent the use of magic which successfully blocked his other magics.

Beguiling Enchantments (400 CP): You are skilled at the magics of the mind. Like the Enchantress you are a master of magic used to control the thoughts and wills of others. This magic is not irresistible, but you can charm the wills of others, bind them to you with a kiss, and even imbue your beauty with an element of magic to challenge even mighty wills. Where even Loki might need outside assistance to charm the mind of a hero, like Amora you need no more than your own sorceries.

Join Thy Power with Mine (400 CP): One thing we see from sorcerers is that it is surprisingly easy for them to pool their magical powers together. And this isn't always limited to magical power. You possess the ability to merge your powers with those of others. This won't grant them your specific powers (for that you want **Power Bestowment**), but instead you can add your strength to theirs, channeling your magical strength through them so that they can wield it as well, or combining your energy blasts with theirs to create a stronger energy blast. This has a tendency to create something that's greater than the sum of its parts - 2 mages of equal power joining together in this way could work magic which was more than twice as strong as either could alone, and channeling your energy blast through another's will create more force than both energy blasts used alone. This does require your beneficiary to possess a similar power - you could add your godly lifeforce to another god's, add your magic to another's magic even if it was a magical energy bolt as opposed to sorcery but you can't simply use an energy blast to make someone stronger - and (unlike **Power Bestowment**) it is an active thing, providing them with this power only as long as you actively exert it to aid them.

This works both ways as well. You will find others can join their powers to yours empowering you as you can empower them.

All Sorts of Transmutations (600 CP): You possess powerful magic to work change in things. Whether this is transforming yourself into a myriad of animals, or taking on the appearances of others, changing the inanimate into the animate, transforming fossils into living dinosaurs and more. This won't give you much in the way of direct offensive magic and energy blasts, but it will provide you with a wide slew of magic for transformation like that Loki has a tendency to use. Or transformation of magic, as it can also be used to twist enchantments and spells of others.

Some of this will be limited by your supply of magic, but as a God you could mostly match Loki, able to assume countless forms, twist spells, or turn large portions of cities into candy, or render oneself able to survive decapitation. As a Skyfather you could do feats like seemingly casually transporting all of humanity off of the Earth frozen in time (though that may have contributed to Odin needing to sleep). As a demigod or mortal you'd be more constrained than Loki, but you'd still have an impressive ability to change the world around you.

Power Bestowment (600 CP): Like Odin, and to a lesser extent Loki, you are highly skilled in the use of magic to bestow power onto others. You know power granting spells and enchantments which can - permanently - grant powers to others, able to bestow on them super powers - such as how Karnilla placed power in Loki's helmet to transfer to whoever wore it thus empowering the Wrecker. These enchantments will be draining and take a good deal of power from leaving you weakened for some time, and some may even require hard to acquire or replicate resources and objects; there's got to be some reason Loki never made a second being as powerful as the Absorbing Man. This also comes with a skill at enchanting objects and items, working to create objects of power. This won't let you recreate Mjolnir on its own - even as a Skyfather you'd need uru, skilled smiths, and greater general skill at magic than this alone grants - but you are still an enchanter of quite some skill.

Finally you possess the ability to grant your perks and powers to others through the means of magic, losing a portion of that power in the process. You can grant only part of a perk or power, or all of it, though the more you grant the more you will lose.


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Silver Age Perks

Jack Kirby Art (100 CP): There was something fantastic about the art of Jack "the King" Kirby. Even if the inker for many issues of his Thor run removed many of the details and even background characters, the art had a smooth, action-packed, evocative, and impactful aspect to it. And you'll be certain to bring this with you.

You possess the ability to apply a Jack Kirby aesthetic to the world around you, making it more like the King's often emulated comic book art. You can apply this to yourself, any CP backed possessions you have, and/or in the case of a Jumper with this perk (but not a companion) the world as a whole. Even if you don't want to apply Kirby's style to things, you'll find that as a square jawed, well-muscled man, or a lovely dame you look just a little bit better, and that the world around you seems to flow more beautifully when in moments of high intensity action.

Thor Was Hypnotized but Not Donald Blake (200 CP): Anything affecting you is sequestered between your alt-forms. Whether it's mind control, a curse, a terrible transformation, or something else, an effect that applies to one alt-form will not apply to others sliding away when you change between them. This can even break such effects, or will at least weaken them. Even wounds and injuries so that changing forms can heal you; not necessarily completely but certainly noticeably.

You will also find that with time your other alt-form(s) can force you to change into one of them if you're under mind control. It won't be immediate, or necessarily quick, but eventually it will happen. If you desire, you may find that over time your alt-forms' personalities will diver.

Loose Powers (400 CP): Powers were looser in the Silver Age. Mjolnir swung at twice the speed of light, caused elemental transmutation possibly via nuclear fusion, and could destroy other uru objects with a touch. And Thor's were - among the characters in his comic - relatively consistent even among characters in his mag. Now you'll find the same Silver Age looseness applies to your powers. From time to time you'll be able to pull something from thin air that's vaguely related to your powers, expanding how you can use them. But you won't learn how to do it, and it will be a long time before you can get the same expansion to work a second time, and another before you can a third time. These powers come easiest when you're really out of other options too, so don't expect to see them happening unless the stakes are important enough that just walking away isn't an option.

Reset Button (600 CP): You possess the power of Odin… no not the Odin Force or Odin Power, but that of being used as a reset button for events which is really the main use of it. Though it wasn't always Odin, sometimes it was just that continuity wasn't really a thing yet. You'll find that once you defeat a threat all damage it caused is undone. Buildings are repaired, collateral damage is undone, and this can even include damage to your reputation if you were mind controlled. It won't bring back the dead, though, but if they're merely wounded they'll be fine as well.

Silver Age Hero Perks

Where a Human Might be Happy (100 CP): A thunder god's unbridled joy knows no limits. Asgardians are not merely more powerful than humans, many show great, profound, almost unspeakable depths and extremes of emotion. Your emotions are greater than those of an ordinary person's, and while you can restrain them no harder than you could before you can feel them to extremes far greater than before. Your highs are higher. Your sorrow is more acute. Every detail of your emotions crisp, clear, and sharp to your mind. This naturally synergizes with anything to draw power from your emotions.

Top Surgeon (200 CP): You possess expert medical skills. You are a master surgeon and an expert on all aspects of medical science. You may literally be the doctor or surgeon of all time, and even if cosmetic surgery is not your field Doctor Doom could absolutely believe that you were able to cure his face if you made such a claim. In addition this includes medical knowledge for treating symptoms and effects of spells; it's not necessarily a perfect fix, but you are very good at treating such ailments with mere medical science.

Faith in the Gods (400 CP): As much as the Marvel universe is full of people who hate superheroes for seemingly no reason, it wasn't so in the Silver Age. Thor was immediately good friends with the mayor, and several high ranking generals. You possess a similar charisma towards government officials which helps to endear yourself to them. Also unless you actively use your powers for EVIL people won't fear that you will. If you use your omnipotent might to stop supervillains and bank robbers, no one will worry about what you could do with your powers, unless you actually do something sinister with them. You can mind control entire world populations without them realizing it? People will trust you not to without a good reason until you do it without one. Even beating up a superhero in public will just make people think it's cool as long as you do them no permanent harm and not out of malice or greed but a sheer love of boisterous battle.

Silver Age Villain Perks

I Shall Commit Spectacular Crimes (100 CP): You have a mind well suited to villainy. Oh, this won't help you plan successful crimes, but you are gifted with a certain showmanship. You know how to give your acts of villainy a certain grandeur and pizzazz to them. This might not entertain your victims, but it will help make them more spectacular for those watching from afar. This helps you with giving your less villainous actions a sense of over the top style too, though it is less effective there.

Trusted Son (200 CP): Despite having betrayed him about every 4 issues, Odin in this period never really stopped trusting Loki. You'll find you receive the same benefit of a doubt as people trust you more than they should, quickly forgetting your betrayals. The closer they are to you the faster and more readily; an adoptive father might forgive you for repeatedly trying to destroy that which he holds most dear and breaking out of his imprisonment time and time again, your social peers however might keep you under a bit tighter watch.

All the Powers of Evil are At My Command (400 CP): Not in the form of super powers or magic, but you do possess one of Loki's greatest strengths. Like Loki you have a strange persuasiveness when dealing with villains and those who serve evil. Where normally the extremely evil typically have trouble cooperating with each other, you seem to be more charismatic and more persuasive the more evil an individual is. This isn't the best for redeeming them, as they do so you'd lose your charm, though it might provide a minor even aid there, but you will find that you can quickly win the faith and what passes for friendship of the vastly evil. With a single conversation, you could form an ally for… well until you betrayed them badly enough they no longer trust you.


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Early Bronze Age Perks

When Did They Start Giving the Inmates Keys to the Asylum (100 CP): Superheroes are odd. Asgardians on Earth are even odder. And yet people tend not to react to them like they are such. Oh people will realize they're odd, but they normally dismiss it as merely harmless weirdness and eccentricity until you do something actually dangerous or start actually showing major superpowers. You will find that the actions - and even powers - you can display before people let it shift from 'harmlessly weird' to something that needs an actual reaction to is substantially higher than it normally should be.

The Many Deaths of Thor (200 CP): Comic book death was never on greater display in Thor's comics than during this period. Thor himself died… more than once. This won't let you die that often, at least in a single decade, but you will find that 1/jump (or 1/decade in jumps which last longer than a decade) if you die you will be quickly revived somewhere safe. It doesn't matter how you die, somehow you will revive. It won't necessarily always be the same way, or always have an in-universe explanation.

Within this Realm Jumper Rules (400 CP): In this period it became common to showcase dimensional rulers whose power was drawn from their realm. Hela, Karnilla, and even Odin himself were shown to possess greater power inside of their realm and great power over it. Though none equaled Mephisto in this regard. Like these rulers you too possess great power within your realm. That is within your CP backed properties, lands, and dimensions. While within a CP backed property you can draw power from it, using it to bolster your own - the larger and more mystically powerful the realm the greater the power you may draw upon; Odin won't see a noticeable increase from a 2 bedroom home in the suburbs, but drawing upon the life of Asgard Odin has faced down Surtur and Seth at his strongest, and drawing on the powers of Hell Mephisto can surpass Loki for mystical might and battle Thor to an eternal standstill. This is not something that should be done perpetually at its fullest extent, as it will drain the power from your realm and you will need to allow it to recharge over time. The maximum energy you can draw at once increases with your personal power, and to a much lesser extent with the size and power of your realm, meanwhile the rate at which it recharges is based only on the size and power of your realm, though it does increase more with it than the output so depending upon your realm's scope and power and your own you may find that like Mephisto - and unlike Odin - you could draw on it perpetually.

This does not merely turn your domains - that is any CP backed property, lands, or dimension - into power sources. You are able to mold and reshape the worlds that you rule over, much like Mephisto is capable of twisting his hell realm to his will. You can

change their layout, make new walls or even structures form from the ground, and even transmute materials. This does draw on the same supply of energy, but in your realm you rule.

Space Opera Director (600 CP): You possess the engineering capabilities of a comic book space opera species. Not a single one, but just the general abilities. Without the need for magic you can, with time and effort convert entire mountains into a shell around a mountain-sized FTL capable spaceship, create robots that can challenge Thor, build star consuming mobile solar systems, create terrible tractor beams capable of moving planets from hundreds of light years away (if not more), and more. Many of these will be difficult, require a good deal of time, and rare resources, but you can build an array of space opera comic book technology. You won't know how to make everything shown in these comics immediately, but you will know enough to form the tech base of a spaceborn race and with time could learn to replicate any of the technology. This only includes mechanical engineering and not things like the High Evolutionary's biological engineering skills, nor does it include the technology of the likes of the Watchers, Galactus, or the Celestials.

If your race is Galacti this will include the technology of Galactus, already possessing a great familiarity with it.

If your race is Celestial this will include the technology of the Celestials, already possessing a great familiarity with it.

Early Bronze Age Hero Perks

Celestial Navigation (100 CP): Leave sensors and guidance systems to mortals and their vessels. The Asgardians seem to have no need for such things. They simply take an enchanted longship and set sail across the great vastness of space, and now you can too. You are skilled at navigating interstellar voids without mechanical or magical assistance, able to find your location and heading through just eyeballing the stars… even as you move at FTL speeds shifting their positions substantially. This also helps you do the mental math needed to set hyperdrives in other worlds where they must be (carefully) preprogrammed, or otherwise navigate when using means of FTL travel.

Giant Felling (200 CP): This is an era of giant foes. It's not the last one, but it does show some of the largest. And when your enemies are large, you need to hit them that much harder. You seem to hit harder the bigger your enemy is. Hitting a giant? It's going to hurt them a fair deal. Hitting a galaxy sized space horror you better believe you're going to hit harder than normal. Unfortunately, a doubling in size doesn't result in a doubling in your force, however, so that a galaxy sized space horror or a giant large enough that you're literally the size of a flea in comparison is still going to be hard to take down.

Surely Love Hath Touched Thine Heart? (400 CP): You could teach the cold personification of Death mercy in the name of love, or cause a robot that exists only to impartially and objectively record events to develop emotions of its own. You possess the ability to touch the hearts of others, and stir within beings that normally do not possess emotions the ability to feel them. Beyond being able to stir emotions that would normally be completely foreign to the one you're dealing with, you are really good at appealing to people's emotions, and will generally find that such emotional appeals are more effective than they normally would be.

Early Bronze Age Villain Perks

Yield – And I Take No Life but Thine (100 CP): Threatening civilians is a good tactic against certain types of foes. And you'll find it's even more effective in your hands. When you threaten the innocent and the defenseless - promising collateral damage or holding a hostage - you'll find that your enemies are extra willing to contemplate making a deal or otherwise handicapping themselves. This works best in the middle - people who'd care but be too pragmatic to put themselves at a disadvantage over it - those who already are vulnerable are already vulnerable, and those who would gladly slaughter innocents themselves are still unlikely to care. But collateral damage is less acceptable when you are the one threatening it.

Jumper Must Survive (200 CP): Like Loki you possess an incredible instinct for how to survive any situation. This instinct isn't absolutely foolproof, but Loki might be the only Asgardian who didn't die during volume 1, and he survived till the end of the true Ragnarok which counts for something; even if he did have to exist as a disembodied spirit for a time after he tricked Thor into 'killing' him for a plot. Like with Loki these instincts won't guide you to victory, but you are highly effective in figuring out just how far you can push before enemies use lethal force, when you need to cut and run while you still have the chance, and they'll tell you when yes this time you actually need to cooperate with your family instead of seeing how deeply you can stab them in the back.

A Most Persistent Evil (400 CP): Mangog, a psychic construct formed from the gestalt of a billion billion beings and their hatred for Odin, did not die when Odin unmade their gestalt. Evil has a way of living on. And now so do you. You are not necessarily immortal, but you possess the ability to survive and persist without food, water, air, or even a source. As a projection of another's will you could outlive their death, and as a machine you could continue to function without your energy source. And that's the greatest strength this gives you. You are able to keep using energy without a source as if you still had it, still providing power at the same rate. If you exceed this rate of output you might find your energy draining, and this won't recharge you if you are drained by an external force, merely keep you perpetually charged until something outside of you drains you.


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Late Bronze Age Perks

How Secret Identities Work (100 CP): Do people around this place have face blindness? Thor has a rather distinct build, and you'd think that a pair of glasses, a ponytail, and an izod shirt would do little to nothing to hide it. And yet… When you play by the rules of a superhero secret identity, you'll find that the tropes of them apply. People somehow will have difficulty identifying your costumed identity with your civilian one even if your only disguise is a pair of glasses and not wearing a colorful, face revealing outfit. A particularly intelligent foe, who performs in depth research might be able to figure it out, and it won't protect a plethora of identities at once, but if you put in work establishing a 'secret identity' it will be a quite effective one.

Beta Commander (200 CP): You possess the makings of an excellent battlefield commander. You have a calm head under pressure, a natural talent for combat tactics, and more for battlefield command - ensuring orders reach who they need to and coordinating groups - applying to all forms of combat from personal to small squad to impromptu army to space battles using AI controlled battleships. This doesn't apply as much to long term strategy or logistics - it's battlefield command - but you're the sort of person who'd be a great choice to lead forces on the field itself.

Additionally people respect your position in the chain of command. If you were given command by someone, others will obey you the same as they would obey the individual who gave you command, giving you the full respect they would entrust to them. This works the other way as well. If you give someone the authority of command under you, people will respect that authority and not question them any more than they would question you.

All Father (400 CP): In this period it was revealed that Odin had created all of the Asgardians and their foes - save Thor himself - from his own lifeforce, spreading it out through them and providing them with life. Maybe. The source for this information was called out by Thor at the time as potentially unreliable, and by the end of this era we're given a contradictory origin for Odin, shown that Surtur predates Odin meaning he wasn't created by this means, introduced to Odin's grandfather who shouldn't exist according to this origin, and told once again that the source of this story was probably lying.

Still it is a power you possess. By investing a portion of your power into them you can create a race. This will weaken you, but if you were powerful enough you could create an entire race of gods, or even their enemies as well. To do so takes a certain amount of your

power and strength, but you can create beings with specific powers and abilities you do not possess. While you will not, while they exist, ever completely recover your strength and power that you invested in them, there is strength in numbers and not all of the investment is a permanent one. You can also recall their power and life force to yourself, and this may be able to temporarily propel you to even greater powers than you ever possessed before.

Chessmaster (600 CP): You possess the skills at planning of a god. And not just any god, but one who even the heads of pantheons would respect for their wisdom and skills as a planner. While you are good at planning short term schemes and plots, this is not your greatest strength. Like Odin or Gaea you are able to create plans that stretch across centuries, even millennia, all while planning around manipulators like Loki and Malekith, and treacherous allies. It's possible for your plans to come to naught, and you're not perfect, but you are very good at predicting how things will go, having contingencies within contingencies, and finding ways to take a known fixed event in the future and make it happen in a way which if not benefiting you, at least is not as bad as it should be. While others might match you or beat you in the short term, your long term planning is among the best in all the 9 Realms.

This also comes with skill enough at chess to intentionally force Dormammu into a draw while stymying both Master Order and Lord Chaos.

Late Bronze Age Hero Perks

Let Those Who Stand With Light Appear (100 CP): There are times when the forces of good cannot stand alone against the threats to all life. Thankfully you find it easy to convince former, and even long time, foes to join together with you against a common enemy who threatens you all. These alliances will only last as long as the common foe and cause, but you could convince those who have long dedicated themselves to your destruction to stand with you instead of against you when a common foe threatens all.

Grandfather's Wisdom (200 CP): You possess the rarest and greatest of powers: emotional maturity. Like Tiwaz, also known as Buri, the oldest of the gods, or Volstagg, the most massive of the gods, you possess stability of emotion, and the wisdom of self-reflection. This stability does not prevent you from feeling emotions, but grants you the understanding of your emotions, their root causes, their effects, and the wisdom to know when acting on them would not be good. This wisdom helps you to recognize your own desires, and put them in a proper perspective around yourself.

Of course this emotional maturity is not only useful for yourself. It grants you the empathy to recognize the pain and emotions of others, and understand how they might affect them, and how to help people through the storms and torrents which come from them. While you can't quite make people reach your level of emotional maturity and self-understanding, you know how to help people cope with grief, or grow beyond their worst psychological issues.

In fact you seem to match Volstagg in his abilities as a parent, able to handle the task of juggling the life of a guardian of the realm and warrior-champion, with that of a parent and do it while juggling the needs of an entire score of children, and providing them with the care and affection they need to grow up into healthy, well-adapted individuals. This parental ability is by no means limited to your own children. If Thor needed someone to take in a pair of orphans whose parents were brutally murdered, he could do a fair deal worse than you.

And if you take this with **Thus Are Legends Born** you can rest assured that a threat to your children will produce not only the necessary emotion, but also the narrative need to push you well past your limits.

Uplifted by Example (400 CP): By dedicating your life to the ideals of a superhero or the selfishness of a supervillain you can become a living icon of your chosen side. As you play the superhero you can find society around you becoming more noble, courageous, and heroic, or if you instead take the role of the villain you can drag society down to your level as people become more vicious, cold-hearted, and cruel. The greater your deeds and the more consistently you dedicate yourself to them the greater the effect grows, but you are such a force that should you dedicate yourself unwaveringly to good you could - merely by fighting crime and villainy - become the greatest threat to Mephisto and his plans for by your example alone humanity would eventually become nobler souls beyond his grasp.

Coupled with **Inspirational Force** the two synergize and you could inspire a street thug to break free of Mephisto's own persuasion to do what is right should he truly have the spark of goodness somewhere deep inside. This works on a more personal - and much quicker - level, where direct interactions with you when you are acting suitably heroic could bring out the best in someone and transform their life to be a better and more morally upright individual. Of course, this could work in reverse if you were suitably villainous in the extreme, bringing out the worst in those you deal with, and tarnishing all save the noblest of souls. Though they'd need to survive such an encounter.

Late Bronze Age Villain Perks

It Would Have Spoiled the Fun (100 CP): You have a knack for knowing how to inflict emotional harm on others, or to make them hate you. Whether it's through acts or mere words, you know how to stab the emotional knife in deeply and to twist it hard through their being. You could goad a sworn pacifist into murdering you if you wanted to, pushing the buttons of even those who have great self control and willpower.

The Great Serpent (200 CP): Dragons and giant snakes aren't exclusive to this era, but this was the era with the most of them fighting against Thor, and the Midgard Serpent especially grew to prominence. So it's only right that you have the option to become a great serpent yourself.

Choose either a towering dragon or a giant snake. You gain an alt-form of that sort. As a dragon you will be somewhat larger than a **Giant** would be - including its increases based on certain races or the **Mighty** perk - and double that height if taken with the **Giant** option. As a snake you will be somewhat smaller overall but much longer; with **Giant**, **Mighty**, and **God** you would stretch for miles such that you would extend further than the horizon even without being in a straight line. As this alt-form's size is based on your race in this jump, as a **Celestial** or **Living Planet** it will be immense, all the more so with **Giant** (and the **Mighty** perk). This form brings with it great strength along with its size, increasing your strength from your base form similarly to the **Mighty** perk, though it comes with a great bulk that can further help you resist certain forms of harm though also making you a much larger target. It also grants the ability to fly similar to the **Flight** perk a class of being down, either with draconic wings, or as a serpent simply propel yourself through the air by unseen means, and finally your choice of either devastating fire breath or eyebeams scaled to your race similar to the **Elemental** perk a class of being down in destructive power.

The Dark Man (400 CP): The Asgardians have been facing fear itself long before the event of that name. Multiple personifications of fear show themselves in these comics, and you possess powers similar to the one that called himself the Dark Man. The more a foe fears you the harder your blows strike upon them, and the greater your personal resilience to their attacks. More enemies around you find themselves weakened the more they are acting out of fear, whether it's fear of failure, fear of shame, or fear of anything, not just fear of you. The power this grants you over a foe can be broken however when they act out of love, or overcome their personal fear of you with a greater urge such as protecting others.


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Dark Age Perks

Nineties Anatomy (100 CP): The 90s are (in)famous for their character designs and artistic choices. Thor under DeFalco got it only very lightly, but it was still a hallmark of the era, and it'd not be fair not to give you the chance to experience it. You are able to have the unnatural body proportions of the 90s without difficulty. Well really this seems to mitigate all issues caused by unusual body proportions. Biceps bigger than your head? Fine. A waist so thin it looks like it should snap? Fine. Strangely tiny feet? You'll walk just fine. There is some limit to this - if your arm is twice the size of your entire body it's probably an issue - but it's a pretty extreme one. You also have a spine that twists far further than natural, easily able to twist 180 degrees - you might manage nearly 360 degrees.

You also get the chance to take on some 90s proportions of your own when you take this perk and to choose whether to have them at the start of each jump. Jumpers (but not companions) with this perk can also choose to let this effect propagate out through the jump in question applying nineties character design rules to the individuals of the world making men bulkier and more muscular and women curvier and with longer legs.

Royal Nullification (200 CP): Odin demonstrated a most interesting power in this era. He could simply unmake certain magical deals like those of Mephisto. We're not really shown the limits precisely, so whether yours is the same as his or not is hard to say, but you have a similar ability. You can unmake supernatural pacts, deals, and contracts as long as neither side of the deal is more mystically powerful than you are. You cannot, however, use this power on deals that you were a party to, which you served to witness and allow to pass, or were made on your (legitimately given) authority, but only those of others.

Lost Gods (400 CP): The powers of the Asgardians can be lost, and yet they retained much of their essence.

Like Thor you are able to near instantaneously adapt to a loss of power and godly abilities. It's almost more like you never forget how to fight and use your skills without relying on your superhuman capabilities, or more that even as you develop them with your superhuman capabilities you are learning equally to use them without them.

And like the Lost Gods who were hidden from Seth's Ragnarok by Odin, you will find that even when things go further and your very memories are sealed away and replaced, some part of your true self will always remain guiding you to act in accordance with your nature and personal code.

You also have a tendency to slip out and break bonds that strip you of your memories or your powers sooner than later. This is sped by active need, and things that stir your memories will of course help you recover them more quickly, just as memories of how your powers feel will help you to recover them even as your memories remain sealed.

Evolutionary (600 CP): You are a master of the biological sciences. You rival even the likes of the High Evolutionary who was able to twice ascend himself beyond physical form, evolve a wolf into a telepathic super intelligence capable of facing off against Thor, make hybrid clones of Thor and Loki, create whole cloth new god-like beings based on Thor's biology, uplift human criminals to be equals to the gods, and generally possesses a mastery of biology only surpassed by the Celestials themselves; and who did it all without relying on their technology unlike his closest earthly rivals. Through nothing more than biological sciences you can create beings to rival the gods themselves. Just be careful, the High Evolutionary had many rebellious creations in his past.

This also only gives you his command of the biological sciences. If you want to match his mechanical engineering you'll also need **Space Opera Director**.

If you're a Celestial, you will gain an extensive knowledge of their biological experiments, enough to make you one of, if not, the foremost expert(s) in the field among the Celestials.

Dark Age Hero Perks:

No More Mister Nice God (100 CP): Most Asgardians wouldn't stoop to this, but maybe there's something mortal about you. You are skilled in the use of dirty tricks in combat: tangling foes' eyes in your cape, sucker punches, kicking sand into their eyes, and the like. There's nothing particularly big about them, but you'll find they're a bit more effective than they should be, especially against enemies that would be expecting honorable combat from you.

You're also good at using guns. Specifically unfamiliar or alien guns, or guns that are made to be mounted and not man-portable but you have chosen to convert to such. You won't be a super sniper or anything, but you can pick up a gun and make it work… even when it should require infrastructure you just ripped it from. What can I say, it was the 90s, even Thor had to use some big guns.

For Kevin (200 CP): When you fight to protect someone or something it becomes much harder for anything to hurt them. This weakens the more things/people you're fighting to protect at once, though at full power, if you were willing to shield them with your body to prevent attacks, a small child could survive whatever blasts or blows were thrown their way, at least as long as you stood between them and took the strikes yourself no matter how great the explosions or destructive after effects should be. Even when you're not taking blows yourself you'll find that what you wish to protect is much harder to damage by your foes' intent and collateral damage is mostly a non-issue unless.

Sparky Friendships (400 CP): This seems to be the era which started replacing Thor's villains with his new frenemies. He joined with the High Evolutionary serving as commander of his new God Squad. He took the Enchantress as his lover. He made a mutual non-aggression pact with the God of Evil. Perhaps it was Masterson's influence as it did seem to begin with him and the Absorbing Man.

You possess a similar ability to turn foes into allies and potentially even friends. You find it strangely easy to create a rapport with those you have fought against in the past. This helps you to get them to open up to you and talk to you, especially about their personal desires, goals, and problems - not things like their powers and abilities but their emotional woes. You will find by talking to them, and treating them like people, even individuals who might have once been defined by how they fit villain archetypes can be made to open up, and grow. More, this helps to make them look at you more kindly and with a greater sense of potential camaraderie. Coupled with your ability to identify some sort of common ground with your foes, and use it to start a conversation, you find that

you are highly skilled at starting a sort of friendship with your enemies. It might require you to lend them a helping hand - to aid the Absorbing Man in scaring Titania straight, to help the Enchantress survive without her network of mind controlled slaves, or free Loki's soul from Mephisto's imprisonment which everyone knows he'll escape eventually (or just be released once Odin has the chance to rest and recover) - but you will find that you can get even long term foes to the point where they might even help you out, go honestly straight, or even end up saving your life so you'll get in their bed. You would even be able to make peace with an anti-hero driven to murderous vigilantism by a cursed ax whispering in their brain, or a selfish sorceress who seeks power, prestige, and the easy life.

Dark Age Villain

Adjustable (100 CP): Unlike other Asgardians Loki and Enchantress adapt quite well to the modern world. Where even Thor who has lived as a mortal finds it hard to speak modern English, or to act the part of a modern man as Sigurd, Loki is able to effortlessly establish himself as a prominent businessman, and the Enchantress disappeared into mortal society with ease. You possess their same adaptability, allowing you to quickly and easily adapt to new cultures and societies too, and learn to act within them like a native. This doesn't however cover adapting to living without your old powers.

Absorbing and Titania (200 CP): Absorbing Man and Titania have a bit of a rough patch during this period, but even so theirs is one of the best, least toxic, and most stable relationships in Marvel. Titania has a bit of a tendency to pull Absorbing Man back into crime and they do take a break because of that, but they never stop caring for each other even then, and do it knowing they'll be back together once they've resolved their difficulty and that they are willing to do what it takes to resolve it. Similarly the Enchantress is finally able in this period to try and do what she could not during the Secret Wars and try to be a better person.

Like them you are excellent at maintaining romantic relations. As long as you continue to care for them, even if you have rough patches - where life is difficult or where you have arguments - you'll find that they won't poison your love for each other and it can weather the storm and grow stronger again. This also helps you recognize when a relationship can't work unless you change - and how you would need to change as well as if it's worth it to you - or when a relationship is becoming toxic and should be ended.

Master Dissembler (400 CP): Betrayal is the only art form revered by demons, and you are adept at it enough to earn even Mephisto's respect. Your skill with lies and deceptions is equal to that of Mephisto or Loki, able to dissemble on a level along with those two entities of lies and deception.

You're a master of deception and manipulation. You've got the sort of understanding of deception and lies fit to go with titles such as Father of Lies or God of Lies. You have no overt tells when you're lying or bluffing, and can come up with a lie quickly, and one tailored to its recipient. You're good at coming up with cover stories, disguises, tricks, and forgery as well, or simply cons, and ways to manipulate people. And you are a master at weaving these lies over long periods and times without slipping up and revealing the truth, at least when you wish it. When it comes to deception, trickery, and manipulation you always have an idea. Even the wisest of the wise and master planners may find

themselves deceived and tricked by your words and misdeeds. The wisest of planners may have to resort to simply planning to have you trick them and mess up their plans at some point, and have contingencies in place for whatever it is you might be doing.


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Volume 2 Perks

Arm-Hammer (100 CP): When you transform yourself into a new form, including an alt-form, you may choose to absorb anything you're wearing as well as any items carried on your person. This won't give you their qualities or powers, but they will cease to exist as physically separate from you until you change back into your previous form. You may, however, access any transformation items merged into you in this way from inside of yourself.

Lord (200 CP): It takes a certain sort of individual to rule a realm. It takes patience to sit in judgment over the complaints and squabbles of people. It takes a certain sort of individual to make decisions for the good of the group. And you are now one of these people. You are a skilled ruler and administrator, talented at steering the ship of state and keeping it on course. This does not give you the wisdom of Odin, or some great foresight, but it does make you a talented ruler and good at making the judgments of a king.

Healer (400 CP): You possess the skills and expertise of one of the greatest healers among the gods. This mixture of magic, herbalistic potions, and advanced medical technology can reattach limbs, save people from body covering burns that have become infected, and effectively heal the gods themselves even when they are encountering things that their natural recovery cannot. On its own this is still a slow act, no instant spells of regeneration but enchanted bandages and poultices which speed healing, but with other magical perks, or powers such as those of a Skyfather's or the power cosmic, this will improve your abilities to heal. While this can restore from the very brink of death, creating potions of healing that can stabilize a dying individual with a single drop to bring back someone from the edge of death, it cannot bring back the soul or resurrect the truly dead.

Vision (600 CP): With the Reigning on the horizon we see just how common seeing the future is. Orikal, Volla, Odin, the Watcher, Doctor Strange… None of them do anything useful with this information, or are new to this era, but many people around here possess the vision to predict the future. You now fall among their number.

You are able to see paths and courses of the future. This is not some perfect play by play, and this future can still be changed, but you do possess prophetic visions showing you where the flows of time will lead if no one manages to disrupt them. You aren't Orikal able to see all things, but you can turn your mind towards certain questions and focus your will and spirit to search for the answers. A **god** or **skyfather** (or equivalent) will naturally be closer to Orikal than a **demigod** would be, but at no level will this be perfect.

However your vision is more than just prophetic ones. You possess an element of wisdom and understanding of how your actions affect the world around you. This will help you understand the higher order effects of your actions, that is the non-immediate ones such as how people will react or how appearing to save people with powers beyond their comprehension might or might not simply encourage them to dependency. This won't on its own make you a chessmaster like Odin, even with the prophetic portions, but you'll have a good foundation to understand how your power will shape the world around you if you use it.

This wisdom goes further, making it easier for you to understand the metaphysical connections and relationships between things. This will help you wield powers such as the Odinforce or the might of a Skyfather and other such cosmic or mystical forces, and make it easier to learn magic. This is not the equal to the wisdom one might gain from Mimir's well with proper sacrifice, but it will leave you counted amongst the wise.

Volume 2 Hero Perks:

Work Ethic (100 CP): Is one thing that heroes have which villains lack. You find it easy to work at repetitive, menial, and boring work, as well as to continue working for long hours without rest, and to keep your focus and mental sharpness all the while. It may not seem like much, but when sustained effort is required you aren't one to be found lacking, and even in a world where all needs are provided for and one can simply slip into self-indulgence and hedonism you'll have the firmness of character needed to be able to put it to the side and work for the betterment of future generations.

Designated Knowledge (200 CP): You automatically pick up common knowledge about new cultures or societies when interacting with them. This includes matching your accent and slang to the locals'. This knowledge won't be telling you about the private everyday lives of individuals, but it's enough that you could seem a native of any place you entered, and you could probably get straight As in high school in a new and unfamiliar place and society without once opening your textbooks.

Where Needed (400 CP): You'll be there. You seem to have a knack for arriving in places you're needed when you're needed, and making timely arrivals to save those in danger and under threat. This won't create dangers, but help you be there when it happens. When there are individuals under your protection you are far more likely to receive news of their plight in time to rush to their aid, to happen to arrive when they need you, and they will find it much easier to hold out until you arrive. Of course, sometimes a hero is needed in many places at once, and when you find that you have to leave a crisis to deal with an even greater and more important one you'll find that the time pressure of the smaller crisis is greatly relaxed. You could leave a pitched and closely matched battle to go and save the world from a group of spiritual beings of higher dimensions and return hours later to find that the battle had extended into a stalemate for hours (at least if you had friends such as Asgardians who could sustain a battle that long) even without you, or you could leave a friend on death's door to travel the universe to save all reality from being destroyed and return a week later to find that they had clung on long enough for you to now go and save them. This does require you to prioritize the bigger crisis and disaster, and you'll have to be quick about getting back when it's averted – no partying or resting – but you'll find that when you must deal with multiple simultaneous crises it's at least easier on you.

Volume 2 Age Villain Perks

New Old Foes (100 CP): Your existence seems to go oddly unremarked upon. At least, that is, until you make a major direct action. You will find that your arrival in a new setting does not alert special senses and individuals of those within, and that until you make a serious, substantial action against someone that you will retain this blindspot, and even your actions are harder to detect with supernatural or superhuman senses. Once you make a significant move this will be lost, but while you plan, maneuver, and build you may find that you go wholly unnoticed until you begin to strike. Unfortunately this isn't simply lost till the next time you slink away into the shadows, but until you enter a new jump or you have remained inactive for centuries or even millennia.

Enchanter (200 CP): You possess sorcerous skill in the manipulation of enchanted objects. This does not provide you with skill in enchanting objects or creating objects of magical power, but you are talented in manipulating those already upon them. Powerful magic can contest your control, forcing you to weave your way through it over time and with difficulty, and your own magical power will influence the ease of this, but with sufficient skill, or the power of a **god**, and sufficient time you could overcome even Odin's great enchantment on Mjolnir though it might be hard to completely usurp control of its full might and power, and there are few things as powerful as Odin's enchantment on Mjolnir.

Beyond just being able to manipulate enchantments, you possess the ability to weave yourself into objects to possess them by transferring your spirit into them. This can leave your physical body to die (or be used to escape a dying body), but you can live on as your astral self by possessing objects of power. Powerful magic, such as Odin's enchantment on Mjolnir, can contest your control, forcing you to weave your way through it over time with difficulty but even this could be overcome allowing you to live within and influence the object. It's possible to return to your body if it is alive, or at least intact, or to transfer your soul into another body from here, but this gives you no special power to recreate your body.

Energy Absorption (400 CP): You possess the ability to absorb energy to empower yourself. There is a limited rate of absorption so don't be expecting to absorb energy blasts, but you can absorb mystical and spiritual energies as well as cosmic, electric, radiation, and so forth. Of course, absorbing the energy can help mitigate an energy blast, and the rate as a **god** (or equivalent) will be greater than as a **demigod** and as a **skyfather** it will be greater still, but even as a skyfather a full powered blast from Mjolnir would hurt if you didn't actively work to block it beyond this, and something like Thor's

godblast could still be dangerous, but weaker blasts might be negated entirely if you were sufficiently more powerful.

Given you are able to drain energy from others by touch it actually might be more appropriate to call this energy vampirism. This won't have much of an effect on a human, you won't be draining the biological energy that gives them life, or even their lifeforce, but when dealing with more mystically powerful entities who rely on higher force energies to sustain themselves – such as demigods – you could drain the very life from a foe. This can also work on energy stores such as ki or mana even if draining a wizard's mana might not kill them.

You can use this energy to physically empower yourself or hold it inside of yourself for a time, though eventually you will find it leaking out even if you haven't used it for other purposes.


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JANUARY
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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. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Crazy Glue (50 CP): A most wondrous invention of Midgard. While this glue is not stronger than ordinary so-called 'super glue,' or harder to dissolve with a proper solvent, it does seem to work on any material which isn't a solvent, and magical objects glued back together by it will function as if wholly repaired, though they may be more fragile due to being held together by glue. You get a tube, though it will refill over time if used.

Winged Snake (50 CP): This is a giant, winged snake. Comes with a 'chariot' that has no wheels and a long yoke in front. The snake can coil around the yoke and fly aloft carrying the chariot horizontally out behind it - even if the snake is flying up or in strange patterns. This snake is fast enough to outpace a god like a horse would a man.

Golden Treasures (50/100/200 CP): This is a bag of golden, Asgardian coins, more pure than any gold mined on Earth. The bag, when filled with coins, is about the size of a man's head. You will get another such bag of coins each year.

For **100 CP** this is increased to enough gems, golden coins, and golden jewelry and ornamentation to litter a small room, and make mounds upon the floor. You will get this much treasure yearly.

For **200 CP** this is enough gold to make you count among the wealthiest men in Midgard, though they'd rarely have their wealth in such a liquid form, instead likely invested in real estate and companies. You will get this much treasure yearly.

Asgardian Feasts (100 CP): This is a feast fit for the gods prepared and waiting for you in your warehouse or another property you possess. It boasts enough food for at least a hundred individuals, including Volstagg. You get another such feast of godly proportions each week.

Graviton (100 CP): This is a starship's main propulsion system, though it is capable of being wielded as a large shoulder resting, two handed, bazooka like weapon by an Asgardian. In function it manipulates gravity, able to nullify gravity to allow for escape from a planet or it can be used to massively increase gravity upon a target until even Thor must fight to stand (though that may require catching him by surprise), and Asgardians such as Sif cannot do even that.

Magic Bell (100 CP): This is a small bell meant to be worn around the neck. If you focus on the bell, you can hear it ringing as long as the wearer is alive and feels safe no matter how distant the dimension they are on is or barriers against information escaping the location.

Rocket Car (150 CP): This is a car made of an adamantium alloy. While the hood is normally cat-themed but we'll let you just that aesthetic to another animal of your choice if you'd like. As it is made of adamantium it is hard to damage to say the least - able to shrug off blows from Thor at least at the force he is willing to use quickly in a Midgard city, though Thor's full power has broken adamantium before. It comes equipped with bullets, explosive rounds, and a rocket propulsion system to allow it to ram through buildings, or fly at high speeds. Its windshield and windows are made of glass, though so be careful with them. They're not even bullet proof glass.

The car will refuel, repair, and maintain itself over time when not in use.

Cloak of Hela (200 CP): This is a cowled cloak. When worn it hides abnormalities outside of the human norm - within reason. It could hide that half your body was a rotting corpse, but if you were a giant snake it's not going to hide that. This cloak is resistant to damage, enough to make Thor put effort into tearing it, though it will do little to stop blunt impact trauma.

Jumprheim (300 CP): Muspelheim, Jotunheim, Vanaheim, even Nornheim (though it might be part of Asgard)... There's a lot of realms here, and there's many more that don't end with heim. You now possess your own realm as great as these. It will be barbaric and untamed, without the noble beauty of Asgard itself, but you possess an extra dimensional realm large enough to be divided and subdivided into various kingdoms. And it is yours existing in a dimension apart from those of the jump in question. It will retain changes, though if you wish you can have it reset to its initial state at the start of any jump (chosen at the start of each jump).

If you have **God(dess) of Death** this is not just a realm, but a proper afterlife like Hela's realm of Hel. It will draw in the souls of the dead to whom you have a rightful claim and

allow them to exist within it in a semblance of life. This will also render the dimension proofed against most dimensional travel. There will be an entrance which can be traveled to or from by such means, but only one such entryway allowing such access. It is possible to overcome this resistance, but even Mjolnir lacks such might, though Loki has shown that he is capable of it with his magic - albeit with statements of it being difficult, tiring, and a long and hard journey to teleport thus - and psychopomps, gods of death, and other afterlife rulers seem to be exempt from this restriction.

Ravens (300 CP): This is a pair of ravens with physical capabilities comparable to normal ravens as those of one of the Asgardians are to humans, perhaps a touch more even. They are capable of flying between dimensions and realities, capable of traveling vast distances in speeds potentially faster than light, though they do not show that speed for lesser distances, and circumventing barriers even Odin finds difficult or impossible to overcome. They are extraordinarily hard to detect when doing so, slipping past vision and other means to detect their presence, albeit they are not truly impossible to do so - Surtur managed it - and even harder to forcibly restrain in their movements as they seem able to use their own magic to counter attempts to restrain them through means of energy fields, magic, and exotic powers even able to slip from beings such as Surtur in his own domain; though when Huninn and Muninn did so one did not survive. They seem to have a knack for gathering information and finding what's pertinent and important where you send them. You can also charge them with your power to make them grow, increasing their strength, power, and even speed, but when thus empowered they lose their preternatural stealth.

Rigellian Space Lock (300 CP): This is a massive space satellite capable of FTL travel. It can fire a beam (also FTL) across countless lightyears of space to surround a planet in a powerful force field and move it at speed such that you could change its orbit, pushing it into the star it orbits or pulling it to the outer edges of its solar system - not talking FTL speeds but still rather substantial. And it is controlled with a wrist mounted device.

Vein of Uru (300 CP): This is a minable vein of uru ore. It will attach to your warehouse as an attachment accessible via a portal, or insert into the setting somewhere appropriate. The uru here will resupply itself at the start of each jump.

Water of the Well of Life (300 CP): This is a vial of water which when poured upon a portion of a dead creature's body - even merely feather, ashes, or lock of their hair - will restore the dead to full life, restoring their body in full. This vial will only refill at the start of a jump, or once a century whichever comes first. Use it wisely.

Mystical Mallet Supreme (400 CP/500 CP/700 CP/800 CP): This is a copy of Mjolnir with all its powers. Or most of them. This hammer has been used to transmute elements (though this may just have been simple nuclear fusion to turn hydrogen into helium), control the weather on a global scale overpowering even Ego's own control of his weather systems, accelerate recuperation, create portals capable of transporting individuals across dimensions or the breadth of the universe, flight at speeds considered among the fastest in atmosphere and to match the greatest hyperdrives outside of it, returns to your hand when thrown, attract or repel other materials made of uru as if by magnetism, ability to be used as a power source capable of reigniting light rings which provide an Earth-equivalent planet with light for centuries with perhaps as much as a few minutes of output, to absorb and redirect the power blasts of an amped Silver Surfer, to attune itself to certain energies and track them on at least a planetary range, to take in additional power from the wielder and in the hands of one equal to Thor wound Galactus so badly he flees lest he dies or push back the Juggernaut overwhelming Cytorrak's blessing, joined together with its own time displaced self, a copy, and a lesser copy it was able to hold together the multiverse - with all of its dimensions and alternate realities - for a time after a villain tore apart its fabric (though it did prove too little to repair it on its own and was merely hoped to be able to preserve the important various Earths), and more. Its powers are myriad and many, but yours will lack two of the powers. The first is its time powers which Mjolnir would lose. The second is its inconsistent ability to grant the power of Thor. In addition yours has a worthiness enchantment of some sort, though it is based on matching you in character and nature as opposed to being worthy of Thor's power; as such you can lift it, and beings sufficiently like you. Machines have also proven able to lift the hammer - at least those insufficiently sapient - and magic has succeeded in circumventing Mjolnir's enchantment in the past.

You may gain its time powers by paying an additional 300 CP, allowing it to open portals through time. These time powers were enough that they could even stabilize a world that had torn itself from linear time through over use of temporal warfare. This left the hammer permanently drained of its temporal enchantment, though whether this was truly because of the expenditure or because of a trick by Immortus is unknown. If yours does get drained thus it will have its temporal powers restored at the end of the jump.

For 100 CP it will grant its wielders the general powers of a God including All-Speak and their general resilience and strength equal to one half that of Thor's. It will not, however,

bolster powers as being a God would, or grant the reserves of magical energy, nor will it meaningfully increase the strength of those who are already as strong as this or stronger. These powers are lost if the hammer is released for more than 60 seconds. This will also allow you to determine and declare others as worthy to lift your hammer.

Black Galaxy (500 CP): The living bioverse, sometimes called a universe, sometimes shown to be about the size of a few solar systems, and probably being a very small dwarf galaxy. It is a region of space where everything is said to be alive, though we see non-living planets and stars within it. Still it is full of space dwelling species, and the interstellar medium seems to be filled with life. Here Ego was able to easily keep himself fed, and it contained a variety of biological mysteries that the High Evolutionary considered it the most impressive thing he had seen other than the Celestials themselves. Of course the Celestials either made it as their ultimate laboratory, made it as part of their gestation process for creating a Celestial, or came upon it and used it as such. And now you have a copy of, if not the entire galaxy then at least several solar systems. It contains no living planets the likes of Ego, but it will contain many biological mysteries, its primordial stellar soup, and creatures such as might be seen acting as part of the immune system of Celestials. It will insert into space at an appropriate place in future jumps or exist as a pocket dimension attached to your warehouse through a portal. It will retain changes, though if you wish you can have it reset to its initial state at the start of any jump (chosen at the start of each jump).

Destroyer Armor (500 CP): Odin's ultimate weapon of last resort, designed as a means to fight the Celestials. This is a living suit of armor not designed to be worn, but to be possessed by the transference of one's life force into it, causing them to move it from afar and grant it animation with their vital essence. Its power scales based on the soul inhabiting it, such that with a goddess it is stronger than with a mortal, and that with the combined life force of Odin and all Asgardians save for Thor himself it can swell to gigantic size to match the kilometers tall Celestials. It possesses many weapons molecular disruptors, nuclear ripsaws, antimatter particle beams, energy beams capable of destroying spirit-selves and disembodied souls, the capability of reducing even the body of Thor to plasma and reconstructing it from there, solid bolts of elemental force capable of blasting away and knocking out the likes of Heimdall in a single blow, the ability to project flames equal to Surtur's own surpassing the heat of the sun by more than an order of magnitude, and its most powerful weapon a beam of total disintegration shuttered by its visor which was capable of cutting through Mjolnir and spelled instant death to even Thor should it strike him and powered by a god at the level of Loki could have killed even Odin in the height and fullness of his power. Though even empowered by the

entirety of Asgard it was still not strong enough to defeat the Celestial 4th Host, or even kill a single member, though it took the entire 4th Host to defeat it. It can even create matter, at least when powered by the likes of Thor it can create crystals such that even Hela and Loki could strive with all their might to destroy them and fail. And nothing short of a blast from a Celestial - a species which uses amplified supernovae as part of their birthing process - has been shown to harm it during this period, and even then it took a combined assault from the entirety of the Fourth Host to melt it to slag and even they could not truly destroy it, only managing to overwhelm and destroy the life forces within by their assault, and render it inert until a life force was fed into it powerful enough to allow it to reconstitute itself.

Unfortunately it is not without its weaknesses. Its most powerful weapon seems to take some time to charge based on the target; and was still not powerful enough to damage a Celestial which passively deflected it with an upraised hand… which was still more of a defensive response than Celestials gave to anything short of the Beyonder even the full combined blast of three skyfathers. One pilots the armor with their body outside of it - its inside roiling all destructive elemental force - meaning that their body is vulnerable should one track down the spot it is hidden at, and their life force may be forced from the suit or severed. Finally it is a weapon of destruction and possesses its own internal urge to destroy. This may be directed at targets, but the longer one empowers the armor the stronger it becomes, slowly working to overwhelm the will. Even Sif or Balder would find themselves becoming overwhelmed, even in the face of striking down her true love or his greatest friend. It would take a will such as Thor's own to 'wear' it safely, and even then one would need to be ever ready to fight and might eventually lose control. So be careful to leave the armor before such a thing happens.

Time Cube (500 CP): This is a copy of Zarrko the Tomorrow Man's time machine and airship. This great cube shaped ship is capable of flight - though is not shown to be capable of exoatmospheric flight - and traversing through time. While it does not possess the Radical Time Stabilizer capable of uniting all timelines into a single one of your choosing, it does contain the corridors of time capable of being used to pick up individuals from all across the timestream, as well as various internal weapon systems - including forcefield projectors powerful enough to prevent a mortal empowered by Mjolnir from reclaiming the dropped hammer - at least able to hold them off for 60 seconds - though blows from Mjolnir in such a hands can shatter these force fields.


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Hero Items

Legendary Steed (100 CP): This is a horse, but a horse fit for a god. While it is more like Balder's Silverhoof than Odin's Sleipnir, it is an Asgardian horse possessing powers compared to a mortal horse as an Asgardian demigod does to an ordinary person. Its stamina is greater even than that, being strong enough to carry Volstagg like he was an ordinary rider, and near tireless.

For an additional (undiscounted) 200 CP it is more akin to Sleipnir. Besides being closer to the likes of Balder, Tyr, or Heimdall in comparison to normal horses, it possesses fantastic speed, enough to be a worthy mount for a god of speed, and can cross dimensional barriers. It will always remain a worthy mount for you, fast enough to outpace you as a horse does a normal human, and powerful enough to not die as mere accidental collateral in battles against your equals - though if it is targeted by sufficiently powerful foes it may still die underneath you even if the foes are weaker than you.

Pittsburgh Foundry (200 CP): Well it doesn't have to be located in Pittsburgh, but this is an American steel foundry from Midgard. Surprisingly despite its mortal origins and nature, you will find that it can easily stand in for the most legendary of forges, making it suitable for such tasks as reforging Mjolnir or the weapons of gods, or forging armor which could stand up to a full power fight between Thor and Jormungandr, and every bit a match for the forges of the dwarves even such legends as Eitri, Brokk, and Buri.

Hofund (400 CP): Heimdall's sword. Crafted of uru, it is a near match for Mjolnir in durability, and striking force with an equal wielder. It is able to channel the energy of the universe to reinforce its blow releasing an energized pulse with a strike, capable of matching Mjolnir's own energy projection, or to channel it instead into blue fire said to have the heat of multiple suns. While it lacks Mjolnir's ranged capabilities, and the mighty Godblast, in hand to hand combat it might actually surpass Mjolnir in offensive force and capabilities. It lacks most of the other capabilities of Mjolnir as well, though it possesses its own, able to be placed at the threshold of a gateway and fixed there where only its proper wielder can move it, but creating an alarm should any enter the room within, and by focusing on it while holding it you can detect if exotic means are being used to observe you whether magic, psychic, super science or something stranger (doesn't warn you about people simply hiding in the room with you though). Also it seems to have a defensive aspect against hostile magic, helping to protect its wielder from magic which would directly affect them. This isn't an insurmountable immunity, but you're resistant enough that even drawing on the power of wild emotions the likes of Amora the Enchantress - perhaps the mightiest sorcerer among demigods - would

absolutely fail to affect its wielder with her spells, at least those she could cast without outside aid and long ritual.

Golden City (600 CP): This is a kingdom to rival Asgard itself. Or at least a city to rival that of the central city of Asgard. This is a city of the gods, and it is inhabited by a full cast of demigods - and a very few who qualify as gods - who are loyal to you and see you as their All-Father or pantheon head. It only covers the city itself, and some surrounding farms, lacking the full scope and scale of the realm of Asgard with its varied subkingdoms and vast expanses. It's closer to what might be seen floating through the Negative Zone in the later eras than the original scope and scale of Asgard itself. Still this is a city of the gods, and they may match another earthly pantheon instead of the Norse one, or even an unearthly one though they will not have any special abilities or technology beyond that of the Asgardians in either case. The natives of this city are considered followers. It may exist in a dimension you own at the start of each jump, insert into an appropriate location, or as a pocket dimension attached to your warehouse. It will retain changes, though if you wish you can have it reset to its initial state at the start of any jump (chosen at the start of each jump).

Villain Items

Decadent Delights (100 CP): This is a selection of the finest wines and exotic delicacies available in the 9 Realms sans Midgard. This selection resupplies itself over time, so you should never be without a few delights to enjoy. It even resupplies at a rate which means you can probably share it with another individual and not run out.

Castle (200 CP): This is an isolated, and protected castle, having something like living landslides which attack those who try to reach it and forbidden forests which lash out at them with vines, etc. These protections are enough to make it a challenge fit for Sif, the Warriors Three, or even Balder to approach it. The castle comes with magically replenishing essentials for yourself, and only yourself. And something about magic and myth seems to guide those who would approach it to have to pass through its layers of natural defense.

Bloodaxe (400 CP): This is a copy of the Executioner's axe. It won't grant god-like strength and abilities like it did after his death and further spells from the Enchantress, but it is far from a weak weapon despite that. It possesses the ability to cut through space to create portals to other locations and dimensions, able to carry its wielder and others with them. It can also create powerful energy blasts, weaker than those of Mjolnir but closer than most other such weapons. It can also project from the top of its head energies from across the universe and related dimensions, spraying forth ice and freezing cold enough to at least briefly freeze Thor himself, or releasing blasts of stellar fire drawn from the substance of the stars. It is also one of the finest blades among the gods, recognized for its power by the forces of Asgard, and able to do more than cut through foes, but to cut through magical disguises and illusions, even undoing magical transformations (though not those at the level of Odin). Finally the axe is able to operate on the physical and astral plane simultaneously, and in future worlds other similar worlds of spirit or mind, meaning that it can cut through ghosts or astral projections as if they were physical and it can strike them with its energy blasts just as easily.

The Sheathless Sword (600 CP): This is a blade strong enough to casually bat away Mjolnir, and capable of cutting through the full force of the Odin-power. While it lacks the many features and variety of powers of Mjolnir, it is a weapon with superior raw offensive might, providing an even greater force to your blows, and allowing them to interact with and cut through magical effects such as the Odinforce, magical seals between dimensions, and the Bifrost bridge, though this is not all powerful given Vili and Ve's sacrifice was able to seal Muspelheim in a way it could not break until the seal was frozen by the Casket of Ancient Winters. It can even be used to project great flames, a

threat to even the likes of the eternal city of Asgard, or Thor; while not to the power of Mjolnir's god-blast it should be a fiery equal to the hammer's other energies. Also like Mjolnir it is a powerful conduit for your own energies, able channel and empower them much like Mjolnir does, and this is not limited to merely those energies in your body, but it can even channel energy that *belongs* to you, such as that of another magical artifact you possess, though it is not limited to merely mystical energies, and it is able to project or channel them, serving as an ultimate conduit for energy of all sorts. This will need a form of mystical ownership or connection, such as you having made the artifact or being bonded to it in some way, though any Item purchased from a Jump document will count for this connection, meaning it could draw power from a spaceship or facility you possess as well. Though this can work in reverse for a skilled and subtle enough mage, as Loki was able to draw magical power from it to sicken the usually disease proof Asgardians and curse Thor into the form of a frog despite his normal resistance to such magic… and Loki being in Asgard which had been separated from Midgard and was now drifting away with worsening cosmic storms making any form of magical connection between them difficult to maintain while Thor was himself in Midgard.

Warrior Items

Unbreakable Blade (100 CP): Well unbreakable might be an exaggeration. Even if this sword is not made of uru metal, it's sturdy enough to make one question that fact, being nearly as durable as Mjolnir itself, as if enchanted with indestructibility by Odin himself. Alternatively another medieval melee weapon, or a pair of brass knuckle like ones. And if you want it can be made of uru metal. Its only enchantment will be one of indestructibility.

Iron Gloves (200 CP): Similar to those worn by Thor in an earlier day when he could not yet handle Mjolnir on his own, these iron gauntlets will aid you in using weapons which would be sealed only to their rightful wielder, as so long as you hold them in these gloves they will recognize you as their rightful wielder. Even those weapons which judge their wielder on their behavior will turn a blind eye to you as long as you hold them with these iron gloves. They even seem to guide you in using these weapons as if you were born to wield them.

Belt of Strength (400 CP): This belt is able to double the wearer's strength no matter how strong they are; and this includes the strength of the materials of the wearer's body making them harder to harm as well. It can even be wrapped around objects to double their strength such that it could double the strength of uru metal to help Mjolnir hold together from channeling Thor's full power (though Mjolnir still broke). Be warned it is physically draining to use this belt, enough to even exhaust normally tireless beings such as Thor. This scales to the effort expended when wearing it, and how much you push yourself beyond your normal limit; so if you found your strength halved, using the belt to restore it to norm would have limited effect on you though you might be paying for it later if you wore it for days on end even then.

Ball and Chain (600 CP): This is a heavy, round, metal ball on the end of a chain. More of an ankle-weight to prevent movement than a proper weapon, you'll find that despite its unwieldy weight it moves in your hand as if it was something far lighter and weighted for use in battle; although it will still hit with the full force of the imprisoning device. Of course this is of small value compared to other options here, but this ball and chain possesses the power of the Absorbing Man allowing it to copy the powers and abilities of things that it comes into contact with, transforming in them. Yours can even absorb special properties from other weapons by mere nearness and proximity without requiring actual contact (much like the Absorbing Man and his ball and chain in the first issue he appeared in but not the second in the same story). By being near Mjolnir it could take on the powers of Mjolnir without its worthiness enchantment. And like how the Absorbing

Man could absorb the qualities of multiple materials at once in his first 2 appearances this is not limited to a single weapon's qualities at a time. Plus, due to your special circumstances, we'll go ahead and have it pre-loaded with all the powers of other weapons you have purchased from Jump documents directly.

Of course the Absorbing Man's ball and chain had his powers, and yours will likewise share your own powers where applicable to a weapon.

Sorcerer Items

Asgardian Lure (100 CP): This egg shaped object, smaller than a man's head, can be set off to produce an astral lure. Those with special senses - telepathic or mystic - will be able to sense it as a disturbance, but by attuning it to a specific wavelength of those senses you can give it an element that tugs on the mind, pulling them to come to its psychic beacon. It's not irresistible, but the weak-minded can be easily drawn in.

Norn Briars (200 CP): This is a thick bramble of briars, surrounding a small clear area, though branching over it. These briars protect the space within from being perceived from the outside; even Heimdall's eyes cannot see through them, and sounds from within will not escape outside. They likewise prevent other means of observation whether supernatural or mundane. You will gain a spell to summon this thicket, moving it to your location, though it will only work in places that are yours and tied to your being - this will include any properties, realms, or locations you have purchased directly from a Jump document.

Mystic Vapors (400 CP): Or maybe a Cosmic Crystal. Whether this is a bubbling cauldron, a crystal ball, or a magitech viewscreen it doesn't matter. This device shows you what you wish to see and know. Not in the sense of the images are those you'd like, but if you want to observe an individual it shows you them, if you wish to view a location it shows you it, it can even show you the area around objects. It is capable of viewing any realm or dimension within the local universe. It is not limited to the present, either, able to review scenes in the relatively recent past. It is not impossible to block or ward against, though you can use your own might and skill to help overcome such protections.

It's possible to use magic through this device, at least when viewing the present and not the past, though it will take more energy and generally be weaker than in person. Still with a powerful enough source of energy one could work wonders through it.

Norn Stones (600 CP): This is a bag of magical stones. Each of these stones has a different magical power. One of these stones might be able to teleport the user, or transport them between dimensions. Another might grant magical invulnerability (though this isn't necessarily absolute invulnerability), or allow the bearer to pass intangibly through objects. Perhaps one of the stones is able to shoot forth magical blasts. These stones are not quite at the level of a true master mage - Karnilla or Loki would be able to replicate their effects or overpower them with varying levels of difficulty - but they are potent, and even for a master mage they can prove useful either for the additional ease in using the effect, the ability to use them with one's own magic for a greater version of the

effect, or simply that they can be used by a mage as magical batteries of sorts storing extra magical energy that the user can then access for their spells.

The stones in your bag will change from time to time. The stones you gain have a strange tendency to prove useful to you in your endeavours during the time that they remain with you before being replaced.


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SEE: THE GOD OF THUNDER TRAPPED BY THE FLAMES OF SURTUR THE FIRE GIANT!

Silver Age Items

Ridiculous Helmet (100 CP): Maybe it's got wings. Maybe it's got giant horns. Maybe gigantic bull horns and an eagle on top of it like Odin's. Whatever it is, your helmet may have some of the oddest design choices ever. Despite that it's a fully functional helmet, the added weight will never be noticed by you, and the pieces have an odd ability to not get caught in anything or be capitalized on by enemies, and somehow you can pull off the look. Instead of making you look ridiculous, this helmet seems to lend you additional gravitas and respectability when worn. It's also resilient and tough enough that even a Skyfather would benefit from it as armor.

Warlock's Eye (200 CP): This is a roughly large watermelon sized eye-shaped object. When the eye opens it projects a stun beam capable of instantly knocking out Demigods in its path en masse, and is treated as a potential major threat by a young Thor. It can be mounted in a device to hold it in both hands, or mounted on a Ridiculous Helmet.

Odinship (400 CP): The greatest space faring craft ever devised by Asgardian magitech, and imbued with Odin's own power. This looks much like an earthly spacecraft and not at all like a viking longship. Created to pursue Galactus to the ends of the universe, it possesses a hyperdrive capable of outpacing his World Ship, casting it beyond other crafts of this reality, and of crossing dimensions, and Thor has claimed that in all of space there is no natural force capable of stopping the Odinship. It possesses a great view screen called Odin's Eye which can be cast across the cosmos to view distant locations - anywhere in the entire universe of Midgard could be viewed from Asgard thus, or from within Midgard itself. It doesn't show any weapons but is not confirmed to lack them, so yours will have some level of Asgardian beam weaponry - as was common in the Silver Age - but nothing particularly noteworthy. The ship is designed for one individual, but provides them with spacious apartments meaning it could probably carry several if required.

The ship will refuel, repair, and maintain itself over time when not in use.

Jumpersword (600 CP): Giant sword which slowly unsheaths itself as the end of the world draws nigh. Which world? Well you can choose each jump. Choose a scope - could be just the building the sword is in, could be the city, the local state, the planet, the galaxy, the dimension, the 'universe' as used in Marvel (i.e. all dimensions, realities associated with that Earth/reality), the omniverse, or what have you. The more the sword unsheathes itself the greater and closer the threat to reality is.

Conversely managing to keep it sheathed will prevent the end of the world it represents. The greater the force that would push it towards destruction, and the longer you attempt to force it sheathed the more effort, energy, and force will be needed, and eventually it will become impossible but by keeping it sheathed you can prevent the end of the world.

The sword is also an excellent weapon if wielded by one large enough to wield it, capable of cutting cleanly through the nigh-invulnerable armor of Celestials which even world-breaking blows will not dent. While this giant sword will not shrink to fit you, it will grow to match you should you surpass the size to properly wield it.

Silver Age Hero Items

X-Ray Type Device (100 CP): This seems to be a doctor's X-Ray machine, except that it seems to work as a long distance viewing device, able to spy on any location within 10 miles. It can even take X-Rays from that distance if you have a reason to.

Scepter of Supremacy (200 CP): This scepter made of uru possesses no powers of its own. It is, however, an excellent conduit for energy powers, beams, emanations, and other forms of energy projection that its wielder possesses. It focuses and augments the effects of any such powers, making them easier to control while also increasing their power by a noticeable amount. You can project powers out of it when holding it, even if they'd normally have to come from a specific body part.

Odin Cave (400 CP): This is a prison cell much like that which once held Mangog who possessed the power of a billion billion beings. And despite all his power he could not escape. In fact it seems that this prison cell can hold anything. Anything trapped within it cannot escape on their own, requiring outside forces to release it. Preventing such forces from doing so is another story, just as getting them into the cave and sealing it around them is.

Silver Age Villain Items

Rigellian Pistol (100 CP): This is a simple space pistol which projects proton particles that form a proton cage around the target. Strong enough beings - like Thor - can break themselves free almost effortlessly, but it could hold a god for a time, and weaker beings could be held for quite some time. Only has power for a single shot, though it will recharge itself over time.

Olympian Contract (200 CP): This is an Olympian contract which will be drawn up to your specifications on your command. Normally they'd be enforced by Zeus, but yours is enforced by Jumpchan. It doesn't have the power to warp reality but both sides will be forced to abide by the letter of their agreement set within unless the other side frees them from it and can enforce punishments such as killing one who breaks the agreement, putting them into an (eternal) coma, or stripping them of their powers. This does require it to be a legitimate contract - if they sign due to duress or trickery it can be appealed - but if it is no matter their power they will have to abide by it. Once used you'll get a fresh contract after 1 year.

Weapons of Orikal (400 CP): This is a veritable army's worth of weapons, vehicles, and artillery. These weapons are of magitech design, and are powerful enough for an army of trolls thus equipped to besiege Asgard itself, and force Odin or Thor to take the field. Thor could deal with it fairly quickly, and Odin could as well if he was willing to tap the Odin Force to do so. These are weapons from another universe, and which function according to their own natural laws, breaking those of this universe's science and sorcery rendering them hard to properly adapt to and defend from and while these weapons are unlikely to fell the likes of Thor or Odin, some of them are powerful enough to make Odin drop his sword in pain. Doesn't come with the army to use them.


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THE STILT-MAN HATH RETURNED--AND MY HAMMER CANNOT STOP HIM!!
BUT HIS ROCKET-PODS MAY SOON SLAY ME!!
AND IF THAT ISN'T TROUBLE ENOUGH FOR OUR HERO--WAIT'LL YOU SEE STILTY'S NEW PARTNER!

Early Bronze Age Items

Chessboard of Men and Gods (100 CP): This is an oversized chess board whose figures represent individuals from your life and events happening around you. By moving these figures to represent what has and is happening you improve your ability to think through problems and events transpiring before you, and by moving them based on your predictions for what will happen you improve your ability to plan.

Starjammer (200 CP): This is a viking longship capable of flying at high speeds in an atmosphere, or FTL (capable of reaching casual intergalactic speeds) outside of one. It provides an atmosphere to those on board allowing them to breathe and talk in space until they get far enough from it. Proton sails catch stellar light for propulsion, though as they fly between galaxies at immensely FTL speeds they don't seem to need much except perhaps to steer and accelerate, and tougher than most spaceships in the 'verse. Unharmed by anti-molecular beams, able to fly through asteroid fields with man-sized asteroids hitting it (despite someone bemoaning how if one does it'll be destroyed), but not invulnerable. It possesses no armaments, but for and additional 100 CP (not discounted) you can give it Cryo Cannons which can project a freezing cold so frigid as to freeze things that can exist unharmed for eons in space, and a power of rocket thrusters almost as good as its proton sails (it will still have the proton sails), and shield generators.

The ship will refuel, repair, and maintain itself over time when not in use.

Golden Throne (400 CP): This is a copy of the technology that the Deonists of the Doomsday Star used to constrain gods and drain them of their energies to fuel their technology. This consists of a great, golden throne connected to energy siphons which is capable of containing a god on the scale of a (weakened) Odin and draining his energy to the point of killing him. These energy siphons are connected to great storage units able to contain the divine energy and change it into a form usable for powering machines and devices. Since you're paying CP for this you can rest assured that these energy siphons will still work on gods - and god-adjacent - beings in future jumps, and can still contain even mighty deities. You can also rest assured they will be able to power any sorts of machines you need them to.

This also includes a spirit mold. This device was able to give a physical form to these stolen energies and beam them across at least a planetary distance. This constructed being can then be controlled by wearing a helmet which allows for direct mental control of its form and powers. Be careful, though, it's possible for backlash from the destruction of a particularly powerful construct to overload the systems and destroy the energy storage

devices. As you're paying CP here this spirit mold will be able to give a similar form to other forms of supernatural energies and not merely those of the gods.

Black Stars (600 CP): This is a collection of 5 rocky planets, each 3 times the size of Jupiter, orbiting a large star. Through a massive effort of megastructure engineering they have been connected together allowing them beam power from one to another and making the entire solar system capable of intergalactic FTL flight. The great technology of these Black Stars is fueled by great space scoops that are capable of consuming entire solar systems for fuel, tearing apart planets and consuming stars in the process. These space scoops are maintained by giants of living metal who are able to draw power from the machinery to reach the level of a god, and protectors to keep them in check possess even higher strength. This system has allowed the inhabitants of these worlds to live in an undisturbed utopia of dilettante self-indulgence for millennia.

And now you possess a full working copy of the entire system. This includes the robotic protectors and the robots that maintain the scoops, and they will reset to factory default at the start of each jump, hopefully forestalling them developing enough self-awareness to have conscientious issues with their work. This does not include the even more gigantic inhabitants of the worlds for whom the system was designed. Be careful how you use this; the original black stars consumed entire galaxies and made Galactus's appetites look quaint.

The Black Stars will repair and refuel themselves at the start of each jump, but during a jump must rely on their own extant self-repair and fuel harvesting capabilities.

Early Bronze Age Hero Items

Mystic Sword (100 CP): While not also unbreakable (unless combined with that item), this sword allows you to channel your own energies through it into energy blasts. This is unable to produce energies like those on the scale of Mjolnir's godblast, though the output does scale with you and were your energies as great as Thor's hands this would be similar to Mjolnir's more typical blast. For most Asgardians it will still be stronger than simply hitting and does provide a potent ranged option. It can also be used to create light displays without as great an expenditure of power.

Earthly Mansion (200 CP): This is a copy of Avengers Mansion in its full completeness. It comes complete with a training room fit for challenging the mightiest heroes of Earth - though Thor tends to wreck it if he doesn't hold back substantially - robotic defense systems capable of challenging its villains - though Asgardian threats tend to see them as speed bumps - hangar bays for holding various supertech vehicles - and it will even include a quinjet - and even a loyal butler to tend to it and its inhabitants.

Since you're paying CP for this, the loyal butler won't have any family he's supporting and be desperate for more money than you're paying him, so he won't betray you to an evil robot for cash. He will, however, match Jarvis's skill in tending to an eccentric group and the varied tasks of a butler to superheroes. The Quinjet will automatically repair, refuel, and maintain itself when not in use.

If bought with the **Mystic Vapors** it will have its monitor room upgraded with an Eterni-Screen which functions like the **Mystic Vapors** item.

Firepit of Mimir (400 CP): By lighting a fire in this pit and a touch of a magic spell known to you, you may summon forth the spirit of Mimir the giant that guards the well of knowledge. Nigh-omniscient, their awareness can be blocked by some of the greatest magic of the gods. Still they can generally answer your questions, but do not take kindly to being summoned for small matters, and will begin demanding escalating tasks or tribute if summoned repeatedly in a jump. They also don't like to explain why, only answering what happened and the methods by which it happened, and being vague; they'll give enough information to lead you forward but not hold your hand for a walkthrough.

Early Bronze Age Villain Items

Interplanetary Slave Market (100 CP): This is a warehouse attachment which provides you with a portal in your warehouse that connects to a distant planet ruled by lizard people. It seems to host an intergalactic slave market where individuals from all across the local Jump can be sold and purchased. On occasion, though, you may even find individuals and entities from previous Jumps you have visited on sale here. Selling an enemy here will not guarantee they're taken somewhere too far to ever bother you again, though in a setting with more than one inhabited world it's highly likely they'll be kept in bondage in a distant world at least.

Adamantium Hydraulic Suit (200 CP): This is a suit of adamantium armor with rocket pods capable of instantly killing anyone weaker than an Asgardian, and even a threat to Thor with sufficiently sustained fire. The hydraulic system allows its legs to stretch out to hundreds of feet, or retract at 'the speed of thought' and gyro-assisted auto balancing allows it to balance even if one leg was forcible stretched to the side massively, while mechanisms in the foot can spread to create a large, hooking 'foot' that can span pits or gorges that open beneath it. The adamantium is hard enough that not even Thor and Mjolnir can damage it through sheer muscular force, at least not without a significant effort to strain even such a god, though its circuitry is more vulnerable, and Thor's lightning could overwhelm it and fuse it into immobility.

Firesword (400 CP): This is a sword, similar to that wielded by Loki several times across the series. Through entrancing individuals Loki was able to entrap their souls within the sword, granting it power with which it could wound Thor and allowed Loki to disarm him and nearly triumph. That was with the souls of a single town. Your weapon is similar, its fires growing more powerful and it granting you increased strength and prowess in combat the more souls that are entrapped within. It won't be able to entrance them itself. So you'll have to find your own way to separate souls from their bodies, but it can help guide wandering souls into itself for power. Be careful though, as we're never shown it holding souls for longer than one plot, and Loki was adamant about not letting Thor grasp its hilt for then Thor could have freed the souls within it.


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Late Bronze Age Items

Guns of Midgard (100 CP): 4 M16 Rifles. While they don't have infinite ammunition, they do automatically reload. Seemingly merely mundane guns, they are strangely potent against supernatural forces, capable of mowing down Hela's armies of the dead, or wounding and killing Surtur's fire demons; these guns might not threaten the likes of a Skyfather, or Thor, but they could harm a common god, or kill a demigod.

Crusader's Armaments (200 CP): Select one of a shield, a sword, or armor. Whichever you select you will find that it is fueled by your faith in your cause and how convinced you are that it is righteous. The more certain you are in your cause and its absolute goodness the more force the shield or armor can block, and the sharper the sword will be, but should your faith waver all three will grow weak. They are similarly affected by your foe's faith - the more uncertain they are in their righteousness the weaker their blows will be against the shield or armor and the deeper this sword will cut. With all three a normal human who was certain of the righteousness of his cause could trade blows with Thor if Thor's own certainty was wavering and not just survive, but win and mortally wound the God of Thunder himself, though against a Thor who had found his faith and certainty no amount of unwavering self-righteousness would be enough for a normal human to stand against him.

While you only get one of the 3 you may purchase the other pieces for 100 CP each.

Korbinite Warship (400 CP): An impressive battleship of the stars, this is the pinnacle of Korbinite military technology. An equal to Beta Ray Bill's own Skuttlebutt, the ship possesses weapons capable of facing endless hordes of Surtur's fire demons as they attack it in ever replenishing swarms for an extended period. Its auto-repair systems are enough to nearly instantly repair a small hole such that Thor could squeeze through it. It possesses long range sensors for avoiding anomalies while navigating space, weapons enough to pack a punch on a cosmic level - though weaker than a blast from Mjolnir - and FTL quick enough to move between planets and galaxies in a timely manner. This battleship is equipped with an AI capable of speech and demonstrating personality, as well as completely controlling the warship. This ship does not count as a companion unless imported as one.

The ship will refuel, repair, and maintain itself over time when not in use. Though given its auto-repair and maintenance systems it will repair and maintain itself while in use at a combat relevant speed.

Chainbringer (600 CP): This is a magical hammer-axe enchanted to be only able to be wielded by one worthy - as you define it - of your powers. It'll take time and effort with it in your possession to re-define what it means to be worthy, though if you possessed the power of a skyfather and magical skills as an enchanter as well the requirements for time and possession can be overcome (and whether it is effort is dependent upon your own power). This weapon will grant one who wields it all of your Perks and Powers from across your chain, bringing them power like unto your own. These powers will be lost if it leaves their grasp for 60 seconds, and they may tap it on the ground and will it to lose them while holding it transforming it instead into a simple walking cane which - in the hands of one worthy - can be struck on the ground to transform once more into chainbringer proper. Finally, like Mjolnir, it will return to the wielder's hand if thrown, and is a weapon forged of enchanted uru giving it great power and durability.

For an additional (undiscounted) 200 CP it can be given the other powers of Mjolnir - save for its time portals and granting Thor's powers - albeit at a level reduced just enough to be clearly evident.

Late Bronze Age Hero Items

Oil of Vision (100 CP): This oil can be used to anoint the eyes and allow perception through supernatural concealment and invisibility. A mortal could see dark elves even in their places of power with this, and pierce some of their illusions, and it will affect other forms of invisibility and mystical concealment similarly. You get enough for a single individual's eyes, and its effects last for hours. Its contents will resupply weekly.

Goat Chariot (200 CP): This is a chariot which comes with a pair of goats. Asgardian made, the chariot is highly resilient compared to human vehicles. The goats are highly intelligent, and even able to talk, and resurrect themselves if their bones are intact. Perhaps more importantly when both attached to this chariot they can move at high speeds - faster even than the flight of Mjolnir - and when running can even teleport across universes or between dimensions.

Battle Armor (400 CP): Forged of Asgardian steel, and enchanted with the power of the runes etched into them by the power of the gods, this suit of armor is fit for a thunder god. It is sturdy enough to remain unharmed from a clash of such pure force as to kill the Midgard Serpent and which would have killed Thor himself within it were he not cursed and rejected by death at the time. On the energy front it is capable of completely resisting blasts from the Destroyer Armor even when it is empowered by a giant's life force, when a mere mortal could allow such disintegration beams to cut through Mjolnir, and while Celestials could block such beams (even when it was greatly empowered beyond) with their power they were forced to block and not merely ignore them. Though it is not quite as indestructible as the Destroyer Armor; a host of Celestials failed to utterly destroy the Destroyer, while the immune system of Exitar the Executioner of the Celestials was able to eat through this armor. However should you grow beyond Thor in physical durability this armor will likewise grow with you, always remaining a truly powerful defense for you.

Beyond its sheer durability this armor can serve as an exoskeleton, or mystically powered armor, of sorts. While it will not grant you great strength if you do not have it already, it will move in response to your thoughts, working with your muscles to exert your full strength even if every bone in your body was shattered. Though if your entire form was turned to meat jelly, it would not function thus. And because you're purchasing it here it will adapt to your powers, never being harmed by them or interfering with them, and even changing its form to fit you if you change your own form.

Finally as the Asgardian steel was so potent a bane against dark elves and the powers of fairy that the mere forging of this armor threatened to permanently sunder Svartalfheim from Midgard, you will find that it remains a tool of terrible power against fairies and creatures with special vulnerabilities to iron, cold or otherwise, its mere presence weakening and harming them, and able to deal aggravated wounds which can overcome immortality and wards against death, as well as weakening their magic in the area and protecting its wearer from their spells.

Late Bronze Age Villain Items

Horn of the Wild Hunt (100 CP): This hunting horn can be used to summon a pack of fairy dogs that can fly between locations at high speeds, but need to land to actually fight and maneuver. These dogs are of a caliber to be a threat to the likes of Asgardians and the entire pack could put up a good fight against the Warriors Three. These fairy dogs are however pained by the touch of iron and have difficulty landing upon it and it is a deadly weapon against them.

Doom Tube (200 CP): This magitech device uses subinductor distortor coils to create an undirectional distortion in the spacetime flux. This spacetime flux serves to create a warp which can be used to bridge between locations or dimensions. You have to set up a smaller beacon device at the other end, transporting things from it through the doom tube, but you can also attach it to a special sub dimension filled with demonic entities like those which serve Surtur. They're not nearly as numerous as those of Surtur, you'd need to forge them yourself to have that, but this dimension holds a small army of demonic creatures born and made from flames. Unfortunately they're fueled by their home dimension and will quickly burn out if the portal is sealed or destroyed.

There are instructions on how to design additional short range - merely planetary in scale - relays to teleport your forces to other places across the world.

Casket of Ancient Winters (400 CP): This box contains the fury of Niffleheim, the first realm of ice. A realm and fury older than Odin, his father Bor, his father Buri, or even Surtur himself. By opening, or breaking, this casket you can release this fury. It's enough to plunge a world into global winter, and will be strongest at its source where the air itself almost seems to freeze and all moisture becomes ice. If you had a way to channel and tap into its power in full - such as the Sheathless Sword - you could focus this icy power into a cold sufficient to freeze even a Skyfather, and who knows what other purposes such awesome icy power could be used to fuel. By closing (or repairing) the casket you can pull this ice back into the casket removing this cold instantly.

As long as the casket is closed this power within is completely inaccessible and undetectable save for the coldness of the casket itself. It might be possible to repurpose the casket to contain some other energy or being with time and effort. Of course owning it does still give a benefit, as whoever is its keeper will find their age frozen, no longer growing older as long as they possess it. You could give it to another to keep if you wanted to keep them forever young.


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Dark Age Items

Secrets of Asgard (100 CP): By Jack Kirby, with a forward by Stan Lee. This is apparently the authoritative text on Norse mythology in the Marvel universe. Maybe they wrote it after their deal to make comics of the Fantastic Four's adventures fell through. Either way this is a definitive text on Norse Mythology, with a surprising number of elements that are actually accurate to the Asgardians. In future jumps you'll get a similar extensively researched and well written book on a local mythology. And like it, it will be surprisingly useful when it comes to dealing with any true elements the mythology was inspired by in the setting.

Golden Apple (200 CP): This is a beautiful, wonderful golden apple. When consumed it will restore the consumer instantly to the pinnacle of health, bringing them from the very edge of death to a healthy state. Even curses can be lifted this way, as even the death spell of a death god can be stopped if the apple is consumed in time. It can also reverse aging, restoring the consumer to the prime of life. You get 1 such apple and a new one every 3 years if it is consumed.

New Wundagore (400 CP): This is a copy of the High Evolutionary's mountain sized spaceship of New Wundagore. Its armaments are impressive due to its size if nothing else, though less than the Korbinite Warship's, and like all ships here it possesses a highly effective intergalactic hyperdrive. It also contains living quarters to house a city with ease. More importantly it has highly sophisticated sensors and analytical scanners as well as laboratories for genetic experimentation second only to the Celestial's own.

The ship will refuel, repair, and maintain itself over time when not in use.

Celestial Armor (600 CP): This is a copy of the armor worn by Stellaris the Celestial Slayer. Able to separate into a less potent inner armor and a sky bike capable of FTL travel. Able to mortally wound a supposedly perfect replica of Thor created by the Celestials (though given their leader the One Above All failed to empower someone to defeat Thor, it is somewhat questionable if this was a perfect replica) and take blows from Thor, Hercules, and She-Hulk. It seems to be rather similar to the armor the Celestials themselves wear, and its power is described as a force akin to the Power Cosmic. Can change from massive bulky armor to something that's almost just a superhero costume, it can shapeshift in other ways forming various weapons, becoming a rocket, and even data ports or links to plug into computer systems, and possesses an impressive ability to sort through data. It's not powerful enough to defeat Thor in direct combat, but can match Mjolnir's energy blasts for a time, puts up a better job than Iron-Man's suits, and still

falls into the ‘cosmic’ end of the power scale. Oh, it also contains a final implosion bomb as a self-destruct, able to destroy a planet, maybe even destabilize a star, or in very special circumstances an entire living bio-verse. Though self-destruct is a misnomer as the armor can survive and repair itself from this, it just will take a good while. It possesses other more surprising abilities. Its sensors and scanners are indicated to be quite good by the standards of such things in the space opera side of the universe - it is Celestial in made - and are capable of performing total genetic scans of individuals rather casually. More importantly it seems to be able to resist such scans from others, and can even resist power copying and absorption - after all the Absorbing Man who can absorb the Odin Force couldn’t absorb it.

Alternatively you may have this function as a copy of the High Evolutionary’s armor. While it lacks the above’s shapeshifting and implosion bomb, it is similarly powerful in combat and possesses similarly impressive scanners and sensors - especially tuned towards genetic technology. Its advantage is that it does have some of the High Evolutionary’s evolutionary technology built into it. While it lacks the potential to evolve you beyond physical form, it does have some elements of his evolutionary harness and its evolution based weaponry.

As a final option you may instead gain one of Iron-Man’s suits from before 1996, including the Warmachine suit. If you take this option this item’s cost (before discounts) is reduced to 400 CP… It’s just not the same weight class.

Dark Age Hero Items

Lightning Spear (100 CP): A duplicate of the spear used by Leir the Celtic God of Lightning. This is a spear shaped like a bolt of lightning. It can return to the wielder when thrown, and when thrust into something releases an electrical assault. It's powerful by the standards of mortal weapons, but among the forces of the gods is merely rather mediocre, and Iron Man possesses many weapons surpassing it.

Code Blue (200 CP): This is a group of 5 cops. They're armed like cops, or maybe a SWAT team, and they seem to act and think like cops, though as they're your followers they won't be upholding the law unless you ask them to. Despite being normal mortals of Midgard and wielding rather normal weapons they're surprisingly effective against superhuman foes. They won't be beating the likes of Ulik the Rock Troll or the Wrecking Crew alone, but somehow they can manage to be a persistent nuisance and actually hurt and wound them with nothing more than modern, human weapons.

Thunderer's Mace (400 CP): This mace is similar to Mjolnir. It possesses some of the most iconic enchantments of Mjolnir. Like Mjolnir it is made of uru and enchanted to render it indestructible and harder hitting. Like Mjolnir it can be hurled and hung onto to allow the wielder to fly, and when thrown will return unerringly to the wielder. Also, like Mjolnir, it is able to produce blasts of energy or lightning, though it does not seem to have the same maximum scope and cannot be used to channel one's life force into a godblast. Finally, like Mjolnir, it can open mystical portals to anywhere in the same universe, including alternate dimensions which might be considered universes in their own right in a simpler multiverse.

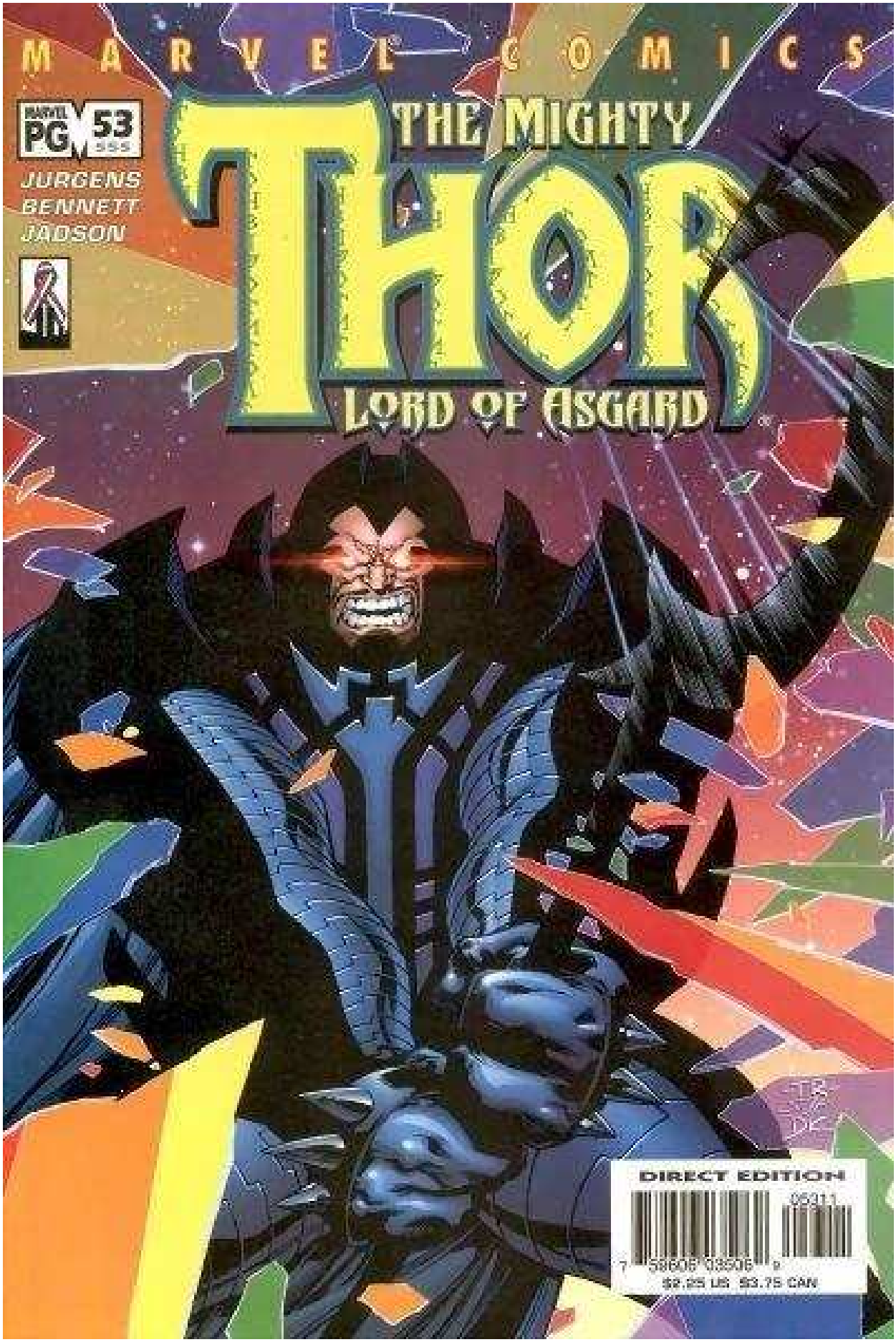
Its advantage, however, is that, like later showings of Mjolnir, it grants the wielder the ability to transform into a godly form, granting them the benefits of a **God**; if someone was already a **God** it would increase their magical and physical prowess. Transforming into this form or out of it is as simple as striking it upon the ground and willing it, and the transformation will also heal you substantially when it is performed. The mace can even transform itself into a seemingly mundane walking stick.

Dark Age Villain Items

Soul Shroud (100 CP): This is a funerary shroud. Normally it would have a face of the dead upon it, though that's completely optional. Normally it would have to be woven for a specific soul, but yours can instead simply be attuned to one. By attuning it to a soul, you can cause it to catch the soul of even an immortal being when they're slain, or simply have their soul severed from their body, pulling it in and trapping it in the shroud which will wrap it up and tie itself shut as a sack. This will keep their soul trapped within for whatever purpose you have. Though Mephisto knew he could not keep Odin in such a shroud permanently, and that even without outside aid Odin would eventually manage to escape; in fact Odin was able to extend some influence outside of it even while it kept him mostly bound.

Crowbar (200 CP): This is a metal crowbar, though it will always be sturdy enough you won't break it using it as a club, or a crowbar. It is able to transport you and others close by through space, though it lacks the interplanetary or dimensional range of Mjolnir, being more useful to teleport you across a world. Like a lesser Mjolnir it is also able to detect and follow mystical energy signatures, and fire moderately powerful energy beams. However it does possess a unique ability of its own as it can cast illusions over individuals and objects weaving them in mystical disguises… or making your foes mistake their allies for enemies. All of these require concentration and effort, and are somewhat draining on it though it will recharge over time.

Black Pyramid (400 CP): Well this doesn't have to be a pyramid, maybe it could be a castle, or a hall fit for a viking chief of chiefs. Whatever shape it takes this is a base fit for a god, one which contains laboratories for both magical and scientific research, as well as the stuff to open large scale dimensional portals, enough to move armies through them, though aiming these portals can be extremely haphazard to the point of having the dimension you reach be effectively random. This is a defensible base as well, capable of hosting a large force of soldiers if you have them. Its most important trait, however, is that your magical powers seem to be significantly bolstered within this pyramid, empowering your magical abilities to a higher level while inside of it.


MARVEL COMICS
MARVEL PG 53 555
JURGENS
BENNETT
JADSON
THE MIGHTY
THOR
LORD OF ASGARD
DIRECT EDITION
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Volume 2 Items

Storybook (100 CP): This large book is completely blank with not a word written in it. However if you begin to tell a story, you will find that the pages of the book begin to fill with beautifully detailed, full color illustrations of your tale. You can blank these pages simply by holding the book and willing it, or slowly let it fill with the tales you have described.

Asgardian Jewels (200 CP): This is a set of three jewels. They come with plans to build a power plant several times more powerful than a nuclear power plant. This power plant would be powered by just one of these jewels, though this is not the only way these jewels could be used as a power source. It may be possible for them to be replicated through science by one who matched the likes of Tony Stark, and you have instructions on how to make more through sorcery though their initial creation used the Odinpower so to replicate it will require great skill, great power, or a mix of both.

For an additional **undiscounted 300 CP** you will get a 4th jewel which has been integrated into a suit of powered armor matching Tony Stark's 'Thorbuster' armor. Tapping into the same energies that power Mjolnir it was capable of deflecting the path of Mjolnir in flight, and even drawing on the powers of King Thor to increase its own power. Though Thor was still able to overpower it.

Shield of Life (400 CP): While this shield is not indestructible, it is a fair deal closer than most shields. The shield possesses power enough to protect those sheltered behind it from an energy wave meant to destroy all life in the universe – including other realms and dimensions – though should such power be concentrated against the shield it would not last long, it could buy one time to near the source of it and strike them down. Of course, if you aren't dealing with such awesome levels of power there are few things in this universe which can break this shield, and even something as mighty as the Destroyer Armor, Mjolnir's Godblast or the wrath of a Skyfather could be blocked by this shield. In fact no matter how great the power, this shield will be able to withstand it for at least a time, and it is able to block energy waves and similar attacks in an area around itself so that you could shield not only yourself but someone behind you with this shield.

Sunheart Mold (600 CP): Forged from the heart of a sun, this is a mold designed for the forging of weapons of power. You'll have to choose a specific type of weapon – such as sword, warhammer, spear – without too many moving parts, but despite theoretically being a mold to shape a specific weapon you will find that it is surprisingly good at

making a variety of weapons of the chosen type, such as hammers of various sizes and shapes or different types of swords.

This mold holds great power within it. Even now, millions of years after a sun died to birth it, it is hot enough to boil a river, and holds the power to be used for great works of weaponsmithing. Any weapon made using this mold will be a weapon of great power. Making something on the scale of Mjolnir would require a great deal of magical power, skill at enchantment, and material such as uru, but even without those things any weapon forged in this mold will hold power. It will be harder and stronger than it normally would, as well as a better conduit of mystical energies making it easier to enchant and able to be used to fire bolts of power and strength. The greater the smith the more powerful the weapon, and were you able to make a weapon such as Mjolnir without this you could make one far stronger with it.

Using this forge is also surprisingly swift. A tireless smith could forge enchanted weapon after enchanted weapon with this forge, pouring them forth to arm an army fit for Ragnarok.

Volume 2 Hero Items

Heroic Cape (100 CP): This is a long flowing cape. It has a tendency to rise up or move in ways to present itself in a more heroic and epic fashion, blowing a little even without wind, rising up behind your shoulders to frame your head, and generally just positioning itself to look aesthetically impactful. This cape won't get caught or catch on things, or get under your foot or in your way. An enemy might grasp it, but you'll find it rips off easily when you do need it to.

Soul Mirror (200 CP): This is a hand mirror which reflects the inner soul of one who gazes in it. Its reflection will be subtly changed to represent their inner nature and morality, potentially showing moral faults that have not yet been demonstrated by action. Of course this is a subtle change to the appearance, perhaps their expression is different, maybe the ornamentation on their clothes is changed. You'll have to figure out exactly what things mean by trial and error, but it will show the true nature of their character.

Emergency Raven (400 CP): This is a highly intelligent raven. Not as in a raven that has human-like intelligence, but a raven who would be considered highly intelligent for a human or even a god. This raven is imbued with a portion of your powers and energies, letting it wield a fraction of your might, as well as to take on a humanoid form. This raven has been warded against special senses and detection, even your own, and blotted from your memories, but can observe you and events surrounding you from afar. It will act to help you or to save you when you are in trouble, though once it takes substantive action beyond observing this ward against senses and detection will break and your memories of it will begin to return. But until it acts no one will be aware it exists.

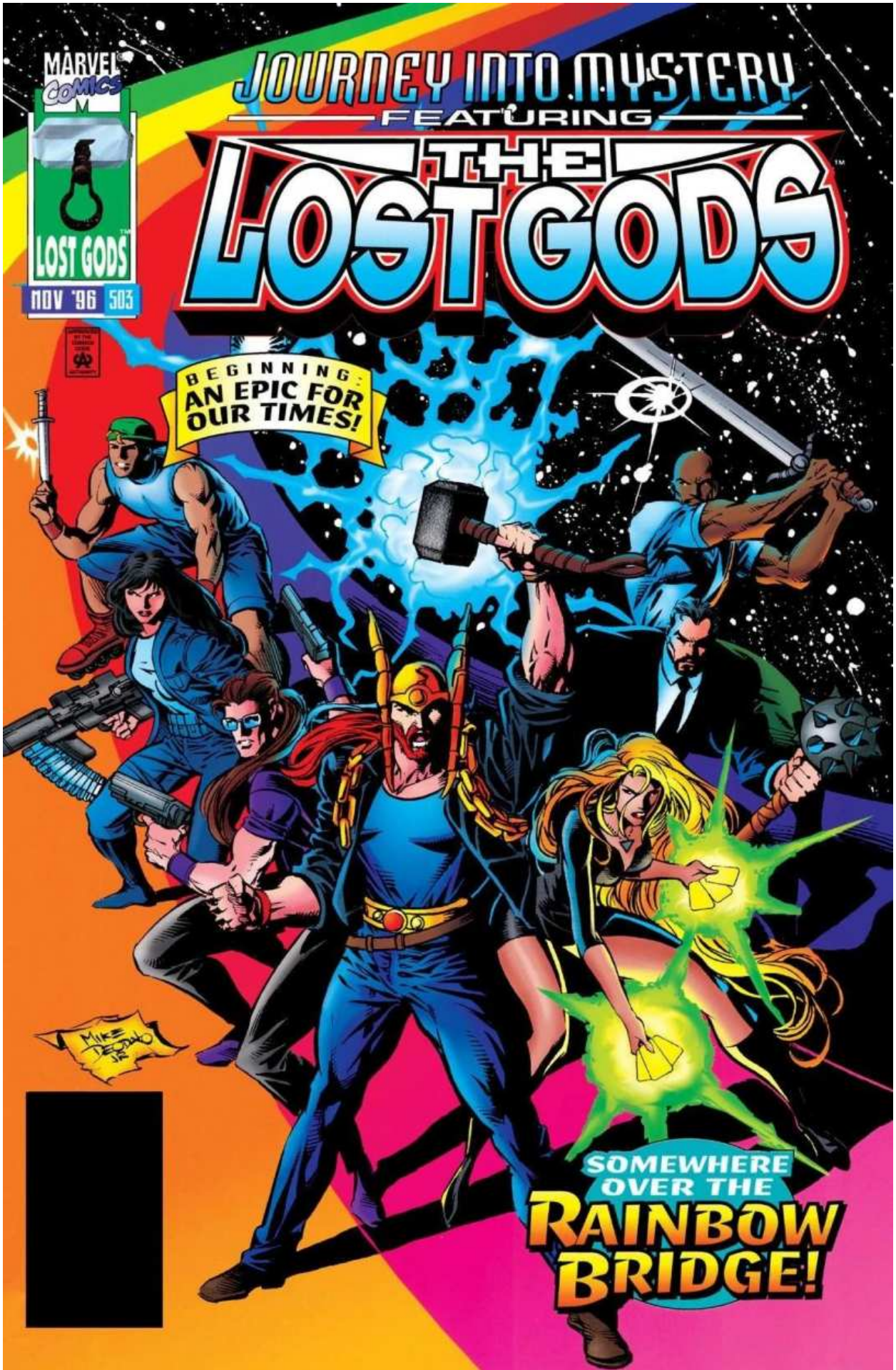
Volume 2 Villain Items

Potion of Restoration (100 CP): Or at least that's what it seems, even to the senses of a Skyfather. But in truth this is a potion which weakens the strength and energies of the imbiber, keeping them from recovering their strength and energies, mystical, spiritual, or otherwise. This won't drain what they already have, but while it will feel like it is speeding recovery it will actually do the opposite and halt it. Even a skyfather could be kept weak, his powers not returning to him, but repeated imbibing of this potion, though be careful they don't realize that the potion is the cause for their slowed return to strength.

You get a single dose of this potion and it will refill daily.

Mirror of Revelation (200 CP): This is a magic mirror. You know a simple spell which allows you to pass through it to create a mortal form, something mundane and which will not grant you any powers but can change your appearance, and hide your power in a truly mortal form. But that is not the mirror's true purpose. If something that has been transformed or transmuted, even by super-science, is passed through this mirror it will be restored to its true form. It can only do so much to restore lost powers – Jake Olson was returned to being Thor but held only a fraction of his normal power because the other Thor still held the lion's share of the power and it was being split between them – but it can break transformations that constrain or suppress powers, and could return a petrified individual even one who had been shattered into their natural form.

Dark Scythe (400 CP): This black, metal scythe possesses a great cutting force and power. It can cut through supernaturally indestructible objects reducing them to the mere durability of their material nature. What's more it is solid, and magically reinforced itself, that in the hands of one whose strength compared to Thor it could cut through uru metal or adamantium with ease. One who is sufficiently weaker may not prove up to the task, but it is able to cut through things of great durability and resilience.


MARVEL COMICS
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JOURNEY INTO MYSTERY
FEATURING
THE LOST GODS
BEGINNING: AN EPIC FOR OUR TIMES!
MIKE DEODATO JR.
SOMEWHERE OVER THE RAINBOW BRIDGE!

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background 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.

If you desire to give a companion more CP you may pay the CP to import them again. The first time you do this for a single companion they gain an additional 400 CP, the 2nd time an additional 300 CP, the 3rd time an additional 200 CP, and beyond that an additional 50 CP each time. You may do this with multiple companions at once with the same pricing as initially importing them, though you cannot pay to import 8 companions at the group rate to import a single companion 8 times.

If you purchased the Celestial race any companions you purchase may be Celestials for only 600 (of their) CP each.

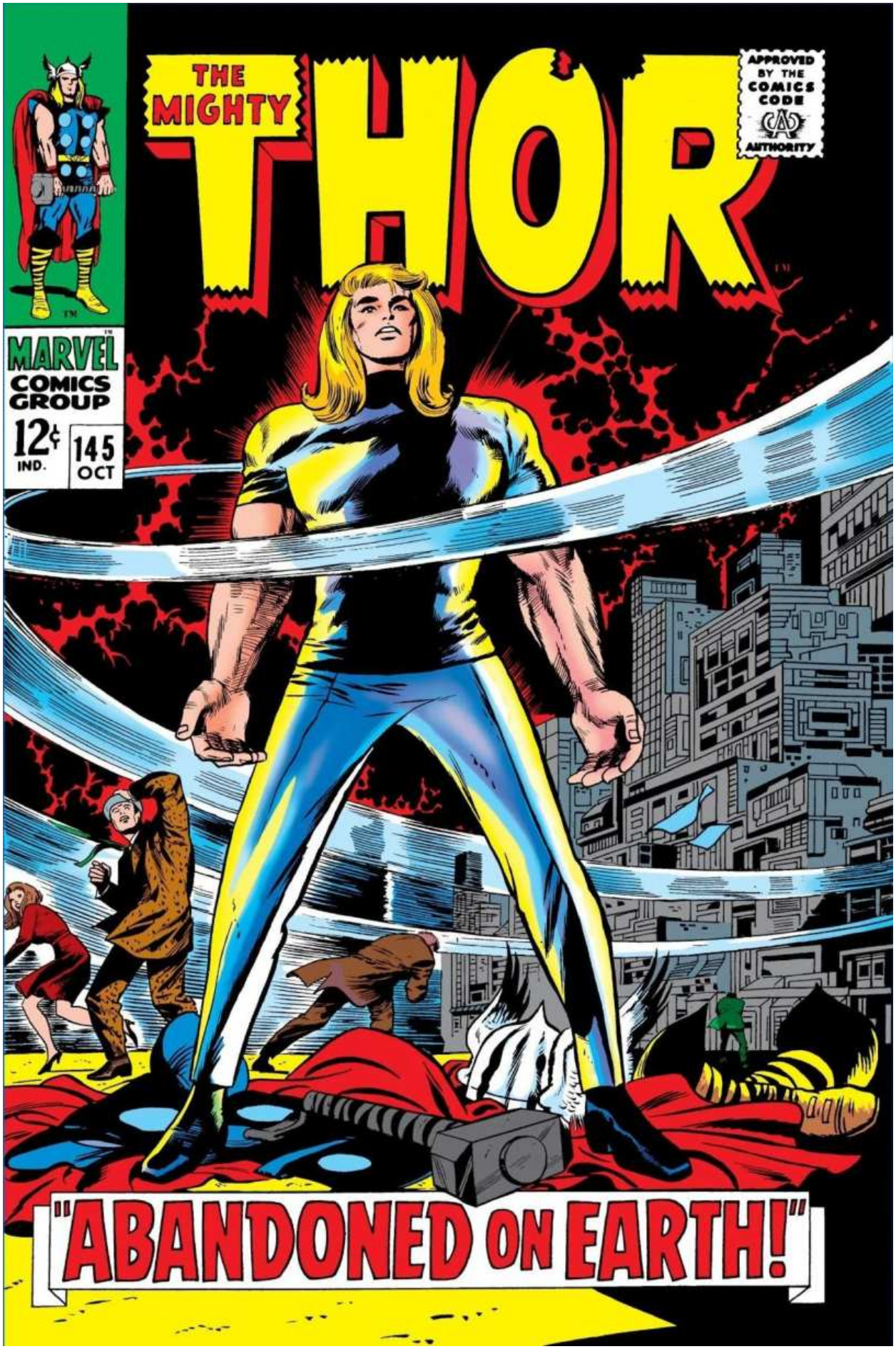
If you purchased the Galacti race and Power Bestowment any companions you import gain power cosmic at the level of a Herald for free; even if they purchased Skyfather (or another Skyfather tier race) this won't grant them Galactus's full power cosmic.

If you purchased the Skyfather race any companions you purchase may take God for their race for free.

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon character up to the power of Thor. For more powerful characters the price is 100 CP each. Characters who are not originally from the Thor comics, primarily associated with them, or major recurring characters within them cost double. Celestials and Eternals (other than the Titanian Eternals) which appeared in Thor comics receive the Thor rate as they were first brought fully into the Marvel universe in Thor. You may pay to recruit multiple canon companions.

The Warriors Three (100 CP): Hogun the Grim, Fandral the Dashing, and Volstagg the Lion of Asgard are an unbreakable trio of heroes and warriors. As such you may recruit the 3 sharing a single companion slot. And since it'd not do to take Volstagg away from his family for so long Volstagg's family may join as well as his very own group of followers though they will not receive perks or powers purchased by the Warriors Three (if you wanted you could import them individually as companions though).

Celestial Host (300 CP; requires Celestial Race): You may recruit the entire Celestial 4th Host - sans the One Above All - sharing a single companion slot among them. Exitar is also excluded as he did not show up as part of the 4th Host.


THE MIGHTY
THOR
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"ABANDONED ON EARTH!"

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks taken here begin to weaken at the end of your first full era here, becoming easier to deal with, having lessened effects, and eventually becoming capable of being solved, before fading completely at the end of your time here (if not having faded already after several eras). Universal drawbacks apply in full for the duration, and the greater the point value of a drawback the slower it fades past its original era.

Drawbacks with their names in blue apply to your Companions like they do to you, but provide them with only ½ the CP granted. Companions may take drawbacks with their names in red if they still need more CP. Many of these grant reduced CP to companions due to having lessened impact due to the chain not ending with their death/failure or their typical lower power (and thus ability to mess things up) than the jumper.

*You may only gain up to **+2000 CP** from drawbacks and Companions can gain no more CP from drawbacks than they received from being imported.*

Continuity? (Toggle): Been to a version of the Marvel universe before? If it was based on 616 and took place (at least partially) before your starting era, you may have events and happenings from before your start date have taken place and simply start from where you left off (if it ended before your start era) or were at during the start of your start era. If it wasn't 616, or you want to keep events from after your start era, it can have been another universe in the multiverse. These are hard to reach even for the gods, but it's not impossible for them to influence each other.

Earth-3515 (Toggle): Better known as the Reigning. This is the bad future in which Thor took over the world. If you wish you can arrive in this timeline in the year 2169, a year before Thialfi's return begins the events which will lead to it not being the prime timeline.

Extended Stay (Toggle): Want to stay until the end of Thor Volume 2 and the final true Ragnarok? Want to stay until the Incursions and the all-new all-different Secret Wars? Want to stay until the end of Immortal Thor? You may extend your stay until the end of a volume of Thor comics of your choice.

Tales of Asgard (Toggle): These side stories often took place long before the events of the current comics. They told the stories of Thor and Loki in their childhood, of Thor becoming worthy of Mjolnir when he rode to face death incarnate to save Sif and was

willing to offer his life in exchange for hers, of when Thor first met the Warriors Three and their adventures together. If you wish you could start early as far back as when Thor and Loki were children, or else when Thor and the Warriors Three first met.

Persistent Drawbacks (Special): Perhaps you'd rather have more points. If you are staying for all 4 eras, you may choose not to have your drawbacks weaken at the end of the Silver Age. In that case you gain +100 CP if you took at least 300 CP of non-universal drawbacks, +200 CP if you took at least 800 CP of non-universal drawbacks, and +300 CP if you took at least 1400 CP of non-universal drawbacks. You may choose to only have some Drawbacks remain throughout your time here, but only gain additional points based upon those that do apply in full the full length.

Staggered Drawbacks (Special): If you are staying multiple ages here, you may choose to have certain (non-chain length) drawbacks only begin to apply in one of the later ages. Drawbacks that do not start at your earliest era are worth one-half their normal CP.

60 Seconds (+100 CP): You possess a weapon which if it leaves your direct possession for more than 60 seconds will result in you losing all of your powers and being reduced to the limits of an ordinary human being until you once again grasp hold of it and strike it against the ground. Somehow you will find yourself often losing your grasp of this item, especially in the midst of battle, and even if its nature should ensure you always can recall it to your hand this will have a tendency to be blocked or prevented.

Cobras and Stilts (+100 CP): You find yourself having to deal with street level super-entities from time to time. People like Mister Hyde or (King) Cobra. Enemies more fit to Captain America, Daredevil, or the lower end of Spider-Man's rogues gallery. Somehow you will find that you have to deal with these threats personally and no matter how much you ought to dwarf them in power you will find yourself having a real battle with them – maybe it's due to you holding back to prevent harming mortals or causing collateral damage? This won't make them serious threats to your life or person, just things you have to deal with through some real battles and a waste of time, effort, and energy.

Deceitful Covers (+100 CP): Comic book covers lie. It's been a thing since the beginning of the industry. And they lie to you as well. You'll find that your metaknowledge of the setting isn't as perfect as you might expect. Oh you might know that Thor is secretly Donald Blake, but events have a way of surprising you. You could have sworn it was time for Mangog to attack, not for another Absorbing Man story. These differing events might be more or less dangerous, but in the aggregate and average this

won't directly make your time here more dangerous; it just will mean you can't as easily prepare for dangers you'd otherwise know or seek out objects of power. At least you'll be surprised by things. And while this doesn't completely seal away your powers of prophecy or prediction you'll find that it's hard to make absolute ones, and no matter how great your powers of foresight are, events will continue to have a tendency to surprise you.

How Does a Guy Become that Haughty in One Lifetime (+100 CP): You are a god, and gods have a tendency towards arrogance. Like Loki, or Odin in his worst moments, you are haughty and proud, overly concerned with your appearance of grandeur, and just generally something of an arrogant ass. You still have a general idea of your own capabilities, even if it is a little exaggerated, so you can still estimate yourself against threats to some extent, but you'll treat people like you're the king and they are but mere subjects.

Imperial Patience (+100 CP): You have no patience. You decide you want someone there… Well, just because they're in the middle of a fight protecting people isn't a reason to make you wait 10 minutes.

Meeting Hercules (+100 CP): It'd not be a Marvel jump without a drawback like this one. Even if Thor actually does it less than most - with the exception of his required Hulk fights - you possess that Marvel tradition of meeting those who should be your ally and immediately through misunderstanding, mind control, or something else fighting them. And like with the Hulk this doesn't just apply to first meetings; the world will find a way to make you fight your allies many times during your time here.

Menagerie of Jumpchan (+100 CP): You have been put in charge of 3 unruly, rowdy, uncontrollable animal people who will continuously cause trouble and messes which you have to deal with. They're not really your enemies, but they're more useless than not, and will disrupt your life and plans when not actively babysat by you (and not minions… you). And if they're killed or locked away permanently they will find a way to come back and bother you, though you'd better not be doing that yourself, your Benefactor is expecting you to care for them. You may choose to instead of having these entities be new beings to have them be your companions (up to all of them), this won't make them any less problematic or useless, in fact the more powerful or useful they'd normally be the more problematic they will become, but each companion will gain this as a 300 CP drawback (meaning it will fade as a 300 CP drawback so don't expect them to be useful till near the very end even if you're staying all 4 eras).

Mephisto's Ire (+100 CP): Mephisto has decided you are a threat to his inevitable victory over the souls of humanity, and that you could help uplift humanity from their own sinful natures. As such he has sworn to tear you down and you will face Mephisto's actions and plots often during your time here, even being forced to face him in his own hellish realm. And this being comic books… well he'll just keep coming back however you deal with him.

No Power Over Love (+100 CP): You find that you have no power over love. You can't stop it or make people feel it despite any magic or supernatural abilities you possess. Even perks that function by pure fiat have no effect, and all your charisma will be completely useless for it. Note: You can still counter love spells, and mind control which makes people feel artificial love; that stuff isn't the real thing so it doesn't escape your power.

Olympian (+100 CP): The Asgardians aren't the only gods of these comics. The Olympians exist as well, and are ostensibly their equals. I say ostensibly because Hercules does the best to match up, and is perhaps defined best as comically incompetent Thor. Most, or all of which, now would fit you. You have a tendency towards comedic ineptitude, making foolish and ill-thought out decisions, and just coming off as 2nd rate There's a touch of clumsiness about you, and something about your powers makes them seem somewhat worse - like knock offs of what they should be. Still close and in the same ballpark but always second best.

Red Scare (+100 CP): Communism wasn't much of a threat in Thor. But it cropped up a few times, and was strangely effective. Now you will find that you are often drawn into battles against Communism throughout your time here. And somehow you won't be able to stomp it out, and while they won't necessarily be capable of killing you, they will somehow manage to be a persistent disruption to your plans and efforts which requires your direct intervention and investment of time, effort, and resources. And you may even find that communism-aligned supervillains such as the Red Ghost, Radiation Man, or the Mandarin (who admittedly considers the CCP an enemy for his own dominion of China but often works with them against the Capitalist West) causing havoc in your life.

Space Invaders (+100 CP): One way or another you will keep having to deal with threats from space. Even if you're in a pocket dimension somehow people will invade it from space and fly back into space. Expect to have to travel the stars often in your time here, and deal with many alien races and threats.

Sworn Never to Kill a Mortal (+100 CP): It doesn't seem to apply to animals, and tricking them into turning into trees is fine. But you possess a strict rule against the killing of mortals. This also means you will hold back your strength significantly against them, even more than is necessary to avoid a kill. Wouldn't want to get careless. Robots can be destroyed to your heart's content, and various immortal races such as trolls, giants, fire demons, and dark elves are simply fine to kill.

'Tis a Fine Thing This Emotion Love (+100 CP): It begs no leave… It doth comes as it please… and neither god nor man may turn it aside. You will find yourself possessing a stormy love life in this jump; you will fall in love with enemies, or those who are ultimately wrong for you, or have your love tried and tested, abducted and taken from you. What is certain is that you will find your love life will pain your heart in your time here.

Torn Between Two Worlds (+100 CP): You will find that there are two places you consider your home which are literally worlds apart - either different dimensions or orbiting different stars. Somehow you will find that your responsibilities to one and desires regarding it often interfere with those to the other world, pulling you in two separate directions.

Troll (+100 CP): You are form locked into the shape of a troll. This won't give you their powers and abilities, but you will be unable to change your form from that of a troll. Worst this seems to cause others to presume you are evil until proven otherwise, especially Asgardians. Also you're just plain ugly no matter how beautiful you'd normally be. At least other trolls can recognize your beauty, and it won't be impossible to prove to people that even if you are a troll you're not a bad guy.

When I'm Jumper, Anon is Just Yesterday's Bad Dream (+100 CP; requires To Teach You Humility and incompatible with Drop-In): Your ordinary mortal side is now you, with the side that has all your powers instead being your in-jump background and they will play your alignment to the hilt. They recognize you as part of them, but not exactly a part they enjoy being. Still the effects of the previous drawback will ensure that one way or another they will have to give you control from time to time. Unfortunately you'll still have to give them control from time to time.

Wrecking Crew (+100 CP): Do you really have to burst through every wall you find? And what's with all the blasting holes in the road to get to the sewers? You seem to be rather prone to causing collateral damage for a hero, and if you're not the sort to care

about damage to infrastructure which supports the lives of others you'll find that you tend to break things you do care about.

Blundering Ways and Tactless Ignorance (+200 CP): You possess the charisma worthy of one who holds the power of Thor. That is of Eric Masterson when acting as Thor. And no this isn't a reference to the fanbase's hatred of him; this is a reference to his failings as a diplomat and his ability to piss off all of his allies. This won't give you his charm when dealing with villains such as Bloodaxe and Absorbing Man, but you will possess his ability to say the precisely wrong thing at the wrong time. And unfortunately for you, unlike with Eric Masterson this seems to be in full effect when dealing with your enemies as well as your friends. Companions only receive 100 CP if they take this drawback.

Creating Your Own Worst Enemies (+200 CP): You seem to believe it's a good idea to create minions or empower people to serve as your allies (or servants). It's not. No matter how thoroughly you should be able to ensure their loyalty, you will find that those you create or empower betray you more often than not, and that once you have given power you cannot take it back. Not that you'll remember this, or show you're good at learning it from the experience of them betraying you more often than the High Evolutionary, Seth, or Loki. And if you don't already possess the way to empower others or create minions you can expect to spend a good amount of your time doing so, and to be handing off many of your personal items and belongings to them… items and belongings which will recognize them as their true wielder and which you won't be getting back easily until the end of the jump or by killing them (where you'll just hand them to someone else to use against you).

Even I Recoil at the Sheer Evil in Your Heart (+200 CP): You just come off as evil. So evil that even other villains are repulsed by how immoral you are. This doesn't actually affect your motives, goals, or even the grand sweep of your actions, but your mannerisms, words, and just general vibe come off as evil enough that only the likes of Loki, Mephisto, and Thanos would feel comfortable allying with you. It will be very difficult to convince others that you're not evil, and even then no one will really trust you.

Fairy (+200 CP): Like a dark elf you seem to be a creature of fairy. Iron (including steel) disrupts your powers and abilities, unmaking your creations, and hurting you as if you were a normal human no matter what defenses you possess, with wounds also healing at a normal rate. Though as if you were a normal human isn't quite accurate, as in addition to the damage iron weapons might cause as weapons, the very touch of the metal causes you pain, and burns away at you.

Fantastic Foes (+200 CP): You will find that you end up often being targeted and forced to go against the foes of the Fantastic Four and the Avengers. While not the greatest threats to a god - many Avengers villains are simply Thor villains who were dropped from his roster for being too weak - some of these foes are truly impressive and terrible even by the standards of a god. This being comic books don't expect them to be dealt with permanently no matter how thoroughly you deal with them.

Jumpersleep (+200 CP): It's almost as if you're overstressing even a Skyfather's power by facing down many apocalypses, empowering multiple beings to the powers of Thor, and preparing to fight a host of space gods with powers far beyond the normal limits of this world. Or at least that's what it feels like even when you're doing nothing. You will find that your life force seems to sputter and flicker, threatening to fade out entirely. This will force you into a life preserving Jumpersleep, which will restore your life force for a time. If interrupted in this sleep, whatever life force you have will be gravely disrupted and disturbed, and you will lose much of what you've regained, if not more than you have regained. If your life force burns too low you will die, and you can expect to need to enter this sleep for at least 24 hours several times a year if you were to do nothing. The more you use your powers and abilities the more quickly your life force will burn out. The lower your life force burns the longer thai sleep will last, and this will increase exponentially. Companions only receive 100 CP from taking this drawback.

Mortal Incomprehensibility (+200 CP): Maybe it's your great power but you really don't understand the common folk. You simply can't understand the way humans think, or how they will react to things. And the more powerful you get the worse this blindspot is. With the power of even a fledgeling skyfather you'd find yourself incapable of really understanding how demigods or even the weaker gods would think and act, and as someone beyond them – like you might be with the powers you bring in or through sorcerous knowledge and learning or as a celestial – you might even find the mightiest of gods and even skyfathers simply beyond your ability to understand or predict.

Mutant Menaces (+200 CP): You can expect to face off against the strongest X-Men villains during your time here. You should expect to have to deal with Magneto, Juggernaut, Apocalypse, Gladiator and the Shi'ar Empire, and even a visit from the Dark Phoenix is not unlikely. This being comic books don't expect them to be dealt with permanently no matter how thoroughly you deal with them.

Powers Reduced by Half (+200 CP): Well half might be wrong. This scales you and your items down in general in their totality. If you're no more powerful than Thor and his gear this will be merely by half, but as you grow more powerful than Thor and his

equivalents so too will the effect, you'd need to be several times Thor's power to be clearly stronger than him, and as your power increases the reduction does as well, making each improvement beyond Thor's power level harder to obtain; to stand above Odin in his fullness of power would require your might to be truly incomparable. Your allies will likewise be reduced but scale based off of normal Asgardians in the case of followers, and the likes of Sif and Baldur and the Warriors Three in the case of Companions.

Sick with Fear (+200 CP): You are a coward. In your heart of hearts you are craven. Even foes who are beneath you in power terrify you, and you will find yourself faltering in battles which you could have won if only you didn't retreat. Rushing to the aid of your friends and allies will be difficult at best. Sometimes you'll hate yourself for it.

The City Eternal-ly Besieged (+200 CP): Like Asgard, your holdings, friends, allies, and personal life are constantly under threat by ever changing foes. These threats do not target you directly, though they may target you to remove you as a guardian measure, but instead those things you hold dear. You can expect these threats to be mostly similar to those that threaten Asgard, though even the likes of Annihilus and the Celestials have threatened Asgard before so don't assume that this limits you to trolls and giants.

To Teach You Humility (+200 CP): You will find that your Benefactor has decided to teach you humility by putting you into the form of a perfectly ordinary human. In this form anything about you that is beyond the limits of an ordinary human - this can be above average for a human but well below the levels of comic book heroes whether physically or mentally - is lost to you in this form; your science is strictly mundane not super, your body might be at the levels of a national athlete but not a badass normal superhero or even an Olympian, you can be a skilled expert at things but you won't be among the true masters. Even your items - from in jump and out - seem to be affected, being reduced to rather (non-super) mortal levels while you're in this form. You won't be continuously in this form, but you will find yourself spending significant stretches of time in this form; even the significant majority of your time. Thankfully much like how Donald Blake could turn into Thor when Thor was needed, during times of danger and adventure you do tend to be able to get free of it, just hopefully you won't have too much of that or your only time at full power will be spent in life or death fights.

Gave Yourself Amnesia (+300 CP): You have completely lost your memory. You still can do basic human tasks - such as talk or walk - but have no memories of your skills and abilities. While you still have your powers you don't remember that you do and won't be actively using them. Companions only gain 200 CP for taking this drawback.

Hel-ish Experience (+300 CP): You have experience Hel itself, having been among the dead as a result of some plan or plot (probably Odin's, maybe Loki's), and what you have seen there has scarred you. You see death all around you, knowing the sufferings that follow in the life hereafter and it has stripped you of your will to fight, among the other scars and trauma this may have inflicted. You have become a total pacifist who would rather die yourself than inflict harm upon another. Your respect for the lives of others will even prohibit you from causing them harm to their free will through the use of mind control or charisma that is mind control in all but name (yes even if it says totally isn't mind control, if it strips them of their ability to choose for themselves or ensures they will always choose what you want them to you won't be using it). To make things worse you'll find that you will end up having to deal with those who seek to use violence to gain their will and way.

Frog (+300 CP): You are a frog. All your powers are scaled down massively. Not completely gone. But even as a god to equal Thor you'd be weaker than a dog, and other powers will be similarly scaled down and reduced. If taken with **Powers Reduced to Half** this scaling down happens after its reduction.

Kissed by Hela's Gift (+300 CP): Your bones are as brittle as an old woman's and if they are damaged will never heal. And before you think being a living planet or energy being contained in cosmic armor will trivialize this, you'll find that in general you are easier to wound - especially by blunt impact force - and that your wounds do not heal properly. While the bleeding may stop you cannot regenerate or regrow lost appendages, and anything beyond 'the bleeding has stopped' will not heal. Unlike Thor under Hela's curse you may still, however, die. In fact you will find that you can now die however immortal you once were, and that if you do die there is no returning from it. Companions gain only 200 CP from taking this drawback.

Kursed Existence (+300 CP): Someone has wronged you, and it has left a hatred in you which is so great as to overwhelm and consume your existence. Every waking hour, every moment, every action you take is driven by this absolute hatred. It drives all that you are. And if you manage to destroy your hated foe, you will only get a brief reprieve before you find some new source of rancor just as great that will completely dominate your existence. Companions gain only 200 CP from taking this drawback.

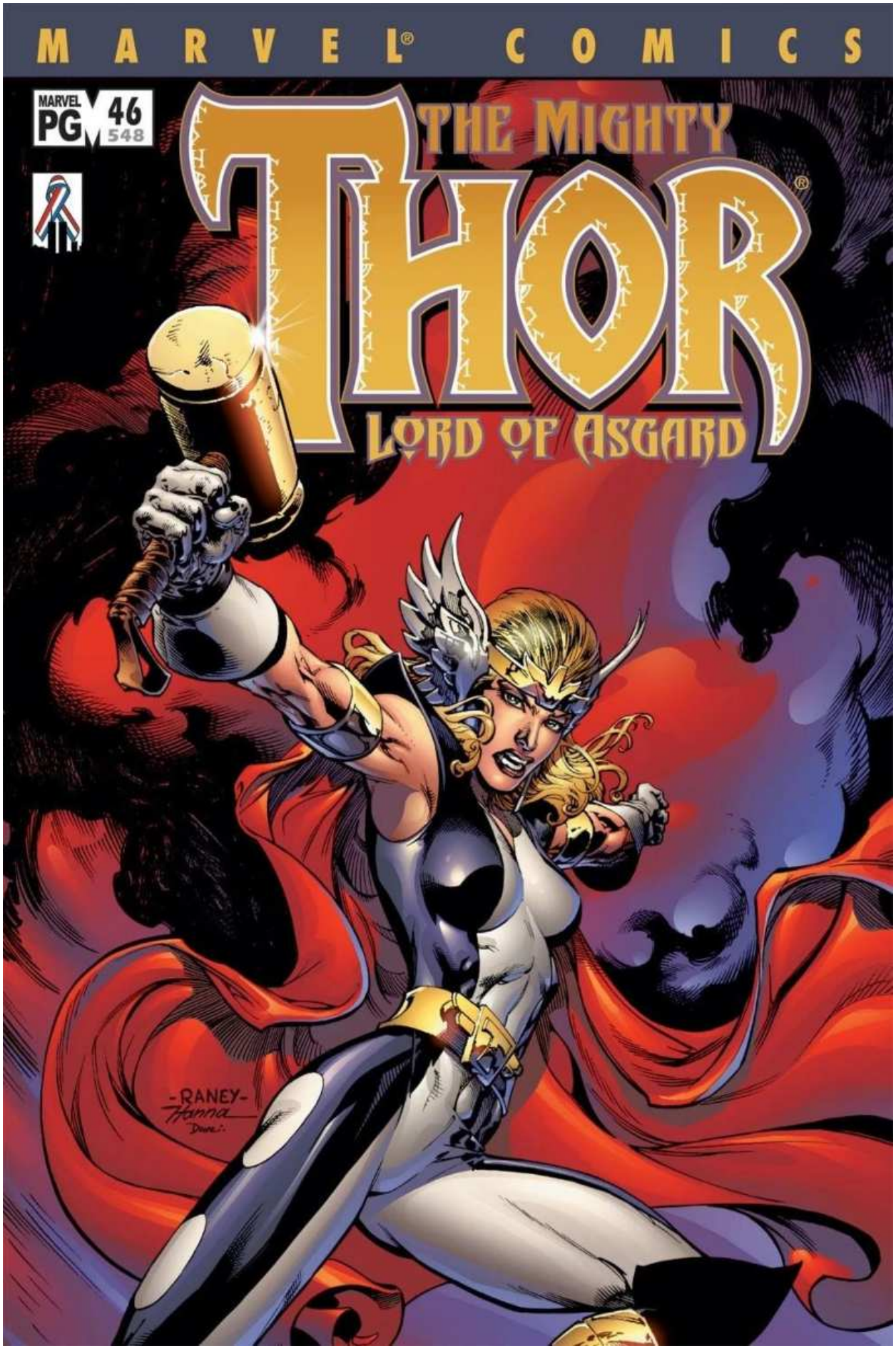
Spiralling Out of Control (+300 CP): Somehow you've lost an essential part of yourself. If you're normally heroic it might be like Thor when he was separated from Jake Olson, losing his humility and the wisdom he had gained as a mortal, as well as his actual confidence in his judgment leading him to wildly strive to prove he was worthy by

doing as much ‘good’ as possible through ruling over mankind. If you’re normally villainous it will be something equally as devastating. You are not morally inversed, or directly turned against your original desires, but they and you have been twisted into something counterproductive to your actual goals and desires.

Status Quo’s Downward Spiral (+300 CP): None of the good Thor does lasts. No foes are forever vanquished. No new powers are kept for long. The only change is the slow, but inevitable downward spiral of Asgard throughout the decades. Oh he loses his Donald Blake persona… only to get an Eric Masterson one. About the only positive changes are he joins the Avengers, and he befriends Beta Ray Bill. Asgardians die, though, and except for Odin they tend to stay dead (though they did all come back after the Celestial saga). Asgard’s power and prestige is whittled away and never restores itself. His relationship with Sif deteriorates. Enemies pile on and on. And your life is much the same. You cannot make major lasting changes to your life or the world at large - at least not in a direction you’d like - and changes in a direction you dislike are hard to undo, seeming to work to fix themselves permanently in place.

Usual Combination of Single Mindedness and Stupidity (+300 CP): You seem to epitomize Loki’s opinion of Thor. You are self-destructively stubborn and very straightforward in your methods and thinking, applying no trick or wit, but simply using your abilities like a bludgeon for all things. Companions gain only 100 CP from taking this drawback.

The All-Mad (+400 CP): You will find that Odin seems to be a mad and capricious being, acting on strange wills and whims and loving to target you and yours with his tyrannical decrees. And he isn’t necessarily the only one, you will find that other such cosmic tier beings and threats seem to have taken a hatred of you, and those who would be the greatest leaders among the forces you would like to call allies have been affected and whatever side you are on will lose its staunchest and mightiest defenders.


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THE MIGHTY
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Scenario - Designated Babysitter

Taking this scenario possesses no special requirement, but if you fail this scenario you will forfeit all you would have gained in the jump. This scenario differs depending upon if you are a Hero or a Villain.

Regardless of your nature, there exists an individual who is destined to unite the universe and lead mortals across the universe to evolve to a new state of being as great, if not greater, than the gods themselves. Whether this individual is Tarene, the Designate also known as Thorgirl, or another similar being you will have to learn and discover yourself, but they exist. And a force of great destruction, comparable to Thanos aided by something as dangerous as Mangog, has learned of them and begun seeking them out despite the extremely powerful wards against them being found.

If you're a **Hero**, you must save them from these foes and then you must help shepherd them and nurture them to fulfill their destiny. They will have to learn what it is like to live as a mortal among mortals, and to act as a superhero and protector of others. You will need to help them learn to do these things in their own right, living both an ordinary life and a life as a hero. They must not be allowed to be killed, have their spirit and faith in humanity (and other mortal races) crushed, or lose their own free will and ability to progress and grow as their own person. You must be a guide, but not a controller, helping them to grow, but allowing them to make mistakes enough to learn and grow on their own.

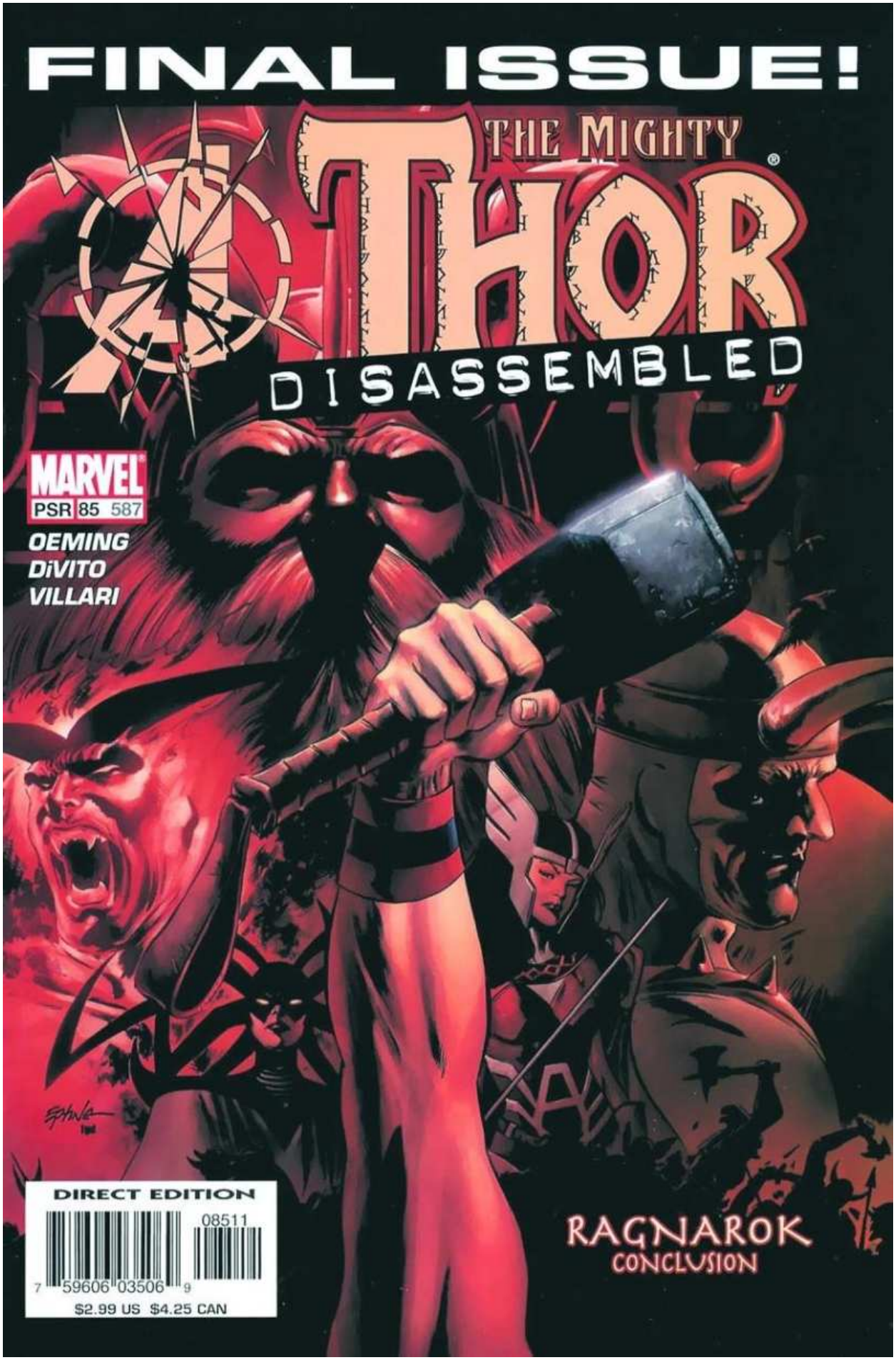
This will be a dangerous balancing act. They will be facing many threats and dangers as villains come to face them, with powers on par with a godly hero, but even gods can find themselves threatened or killed in this world. They also theoretically possess powers beyond even those of the mightiest skyfathers, but these powers are unreliable, and easily drained, showing up most commonly to circumvent your attempts at controlling them.

If you're a **Villain**, you must still save them from these foes, and then you must break them. You must shape them into your personal tool and weapon, breaking their will and their noble spirit, and ensuring they are loyal to you and you alone. This will be hard. They have the will of a hero of this world, a force that in the past has broken mind control of various methods no matter how 'absolute' or 'irresistible' or even logically bypassing willpower completely, and they vast, cosmic power, so do not expect even the most absolute or powerful methods to work. You will need to convince them as much as just

control them, to break their faith in mortals, and drive them to renounce all that they hold dear.

Like as a Hero you will find their power variable, and always seeming to be highest when you'd want it lowest and lowest when you'd want it highest. Spiking above skyfathers to oppose you, and when you want them to wield power it will be low and weak.

As **Hero** or **Villain** you must keep them alive and well until the end of the jump. At that point if you have succeeded in keeping them on their path to ascending mortals, or corrupted them into your tool and weapon, they will join you on your chain. After all, once they are ready they'd have the power needed to return here. They will only have the power of their reduced form, slowly growing into the full power of a skyfather like cosmic being and then beyond even that, over the course of their adventures with you, but they will accompany you as a companion, and should you gain your spark you will find that they gain their own as well.


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RAGNAROK
CONCLUSION

Scenario - Ragnaroks

To take this scenario requires either the God race and paying **500 CP** or the Skyfather race. You must start this jump at the beginning of the Silver Age, and you will remain within it until the true Ragnarok at the end of Thor Volume 2.

During this time you will find yourself being forced to face many of the greatest challenges that Thor faced. You will find yourself forced to stop the Enchanters and their living talismans the greatest of which was said to be an equal in power to Odin himself, Mangog in his attempt at the destruction of Asgard, Galactus as he attempts to consume Ego the Living Planet, Infinity the mad half of Odin's lifeforce stolen by Hela and given power beyond even Odin's own by the cosmic entity of the same name, Loki empowered by the Odinring to heights similar to Odin's own, the terrible Black Stars which have consumed countless worlds and entire galaxies, you will be called to fight an Ego empowered by madness to the point that Galactus cannot defeat him, the Time-Twisters who like their alternate selves the Time Keepers posses fabulous power over time and have been traveling back through it from the end of the universe centuries at a time destroying the present at each point they leave, Odin's false Ragnarok where he intentionally triggered Ragnarok early to weaken the forces of darkness before the Celestials could arrive, the coming of the Celestials' Fourth Host, Malekith and Surtur's orchestrated attempt to use the Casket of Ancient Winters to cause Ragnarok, Kursed the dark elf once known as Algrim the Strong empowered by the Beyonder to heights far beyond Thor and for some reason mistaking you as the source of his anger, the great serpent Jormungand, Seth's invasion of the other godly realms, the Shi'ar-Kree War and its hyperspatial wormholes which threaten to de-stabilize the sun, Ymir arriving to join his power and forces with Surtur's own to destroy all 9 realms, a mad Thor in possession of the Power Stone and hellbent on the destruction of Asgard, the High Evolutionary's maddened new gods including Nobilis a hybrid clone of Thor and Loki, the World Engine's attempt to force an early Ragnarok, Onslaught, and Seth's resulting attempt to end the Asgardians themselves while their powers were stripped from them, the Dark Gods of Narsisson, a Mad Thanosi clone with increased power and Mangog joining forces to obtain the power to destroy entire galaxies at once, Surtur with greater forces than ever before striking the Earth, and finally a Thor possessing the full Odinforce and deprived of his humanity. Oh and somewhere along the way Hela will begin stealing the souls of mortals with fairy food and you will have to free these souls from Hel. In addition you will be required to find a way to save the world of the Space Phantoms from its temporal distortion; apparently Immortus was telling the truth here.

Throughout it all there will be other threats to the Earth and Asgard which must be dealt with, but these will be particularly of note. They will not necessarily come in the same order they did in canon, and they will resist canon answers, and even be heightened and empowered above their norm. You must face them all, Thor will be of no help to you in this, and you will find that no matter how you try to preempt them they will come - they might be greater even still if you do nothing, but you won't be able to reduce them to less than their canon danger. If any are not stopped, or if Earth or Asgard are destroyed or left held in the hands of a conqueror for overly long even if not due to one of these threats you will fail this scenario. Should the Odinsword be pulled from its sheath before the coming of the Celestial 4th Host which will happen no sooner than 40% of the way through your jump, all 9 realms and associated dimensions will be destroyed and you will fail this scenario.

Should you manage all this there will be a final challenge. The True Ragnarok will come. Surtur will forge a host of hammers with the mold used to forge Mjolnir, hammers capable of shattering Thor's own. No matter your power and abilities the forces of Asgard will fall. Only then can the next phase begin. You must put an end to the Ragnarok cycle, destroying the cycle of fate which ensures the Asgardians will be reborn to play out their roles once more for the Ones Who Sit Above in the Shadows. To do this Thor, with the full Odinforce propelling him to heights beyond any other Skyfather, needed to go beyond Odin's own sacrifices and obtain wisdom and the runes from beyond becoming what is called Runeking Thor. You may not require this, but the Odinforce will come to you, and offer you the chance to find your own ritual by which to become a true god; for a god is not born, but is made. Should you succeed and follow through the ritual, which must be your own and not merely Odin's or even Thor's, for you cannot walk the path already taken and simply repeating another's sacrifice is an empty gesture. You can rest assured, though, that to drink from Mimir's well you must make a sacrifice with great meaning to yourself, much as Thor sacrificed both his eyes with no guarantee of their return, and then you will need to pass beyond the veil of life into death and back again to gain the magic of the runes. Of course this route does require one to have tasted and understood true mortality, living as a common human with no great power. Hopefully that won't be difficult for you.

You need not take this route if you have the power to win without it. But the wisdom of Mimir coupled with the magic gave Thor the power to know the past, to control the present, and guide the future. It gave him the ability to see through the veil of time, past the knowing of the gods. It allowed him to see the nature of things, past the quantum structure and into the nothing of Gun-Gingap, understanding the relationships of

gods and men, child and father, creator and destroyer… and what needed to be done. It allowed him to fully understand Loki, and gave a cosmic awareness which is unfortunately poorly detailed. It was wisdom beyond the greatest of the gods and magic enough to erase Mangog and deal with a Loki at a height of power such that he cast down Asgard and rebuilt it anew, standing vastly beyond even his power when wielding the Odinring and wielding what he called the True Mjolnir, a superior copy made by Surtur. And he did it with the barest of effort, and seemingly no drain on his reserves of power from the Odinforce.

Regardless, should you manage to be a threat to this fate, able to sever the cycle that the Norns weave, Those Who Sit Above in the Shadows will appear before you and offer to allow you among their numbers in exchange for stopping your actions.

Should you refuse and shatter their woven destiny you will become beyond destiny, able to defy its edicts completely and even unmake it by a simple act of will and magical power. Any fate or destiny can be shattered and destroyed by you just as Thor cut the skeins woven by the norns. This goes far from the mere ability to resist fate with effort from the perk **Even the Fates Would Fare No Better**, through an expenditure of magical power you can completely remove the influence of fate or destiny on a situation. This even applies to things like narrative plot armor, and anywhere that the events play out not because of events simply playing out but due to narrative need.

Should you accept you will be granted the power to feed on the lives of other beings of great power as Those Who Sit Above in the Shadows do, harvesting power from those who struggle, fight, and in the end fail. You will be able to use this power to slowly increase your own towards their own and sustain yourself as well as fuel any powers you possess. Over time you will be able to meet them in their power.

Regardless of your choice, if you were a God and not a Skyfather you will become a Skyfather as if you had purchased it (as opposed to just obtaining the non-fiat backed Odin Force). Likewise, if you obtained the wisdom of Mimir and full mastery of the runes like that of Runeking Thor you will retain that wisdom and their magic in future jumps, bringing with you the full power of the runes which goes well beyond the magical powers available for purchase here (though may be further enhanced beyond Thor's if you have taken the perks for magic in this jump).

Finally if you defied Those Who Sit Above in the Shadows and destroyed their chosen destiny, you may take things one step further. For all that Thor broke the skein of the Fates and the Odinforce told him he had starved and killed Those Who Sit Above in

the Shadows they did return, and the writers would return to Ragnarok type stories. You, though, have the chance to go and take the battle to them and their realm beyond reality. If you can battle them and destroy them not merely defying their actions on this world to feed, but following them to their true domain and battling and slaying them there, you will obtain your final reward.

These beings are sometimes believed to be things akin to the pre-retcon Beyonder. More concretely their power made them gods to the gods standing far beyond Odin. They seemed to consider Runeking Thor a junior equal, though perhaps he could have fought them Thor chose to avoid such a direct confrontation instead merely cutting off their food supply knowing it would end him and ensure all of Asgard remained dead. During the 2015 Secret Wars event they were able to hide Loki outside of the multiverse to escape his destruction and stood above the reach of the Beyonders. While they may merely be near the level of Thor at his greatest height of power, they will be a terribly difficult battle no matter what you purchased here, or even as a true master of the runes.

Still should it be done your spark will be ignited and the omniverse will be yours to travel as you will. You will also gain the powers of one of the mysterious Those Who Sit Above in the Shadows though you will have already shown you can surpass this ill-defined might.



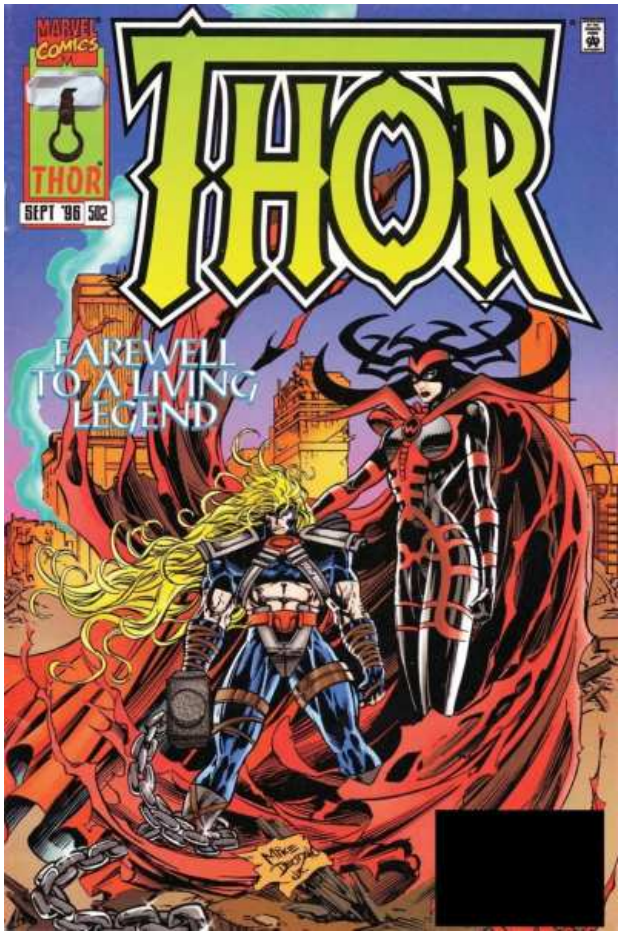
Outro:

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.

Cancellation: 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.

Volume #3: 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.

Time for a New Series: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.



Notes:

Jump by Fafnir's Foe

How do I build Thor: Start with the God race. Then the majority of Hero and Warrior perks are based on Thor. But this was 30+ years of comics, and while Thor was relatively consistent compared to the Hulk, anyone since 2004, or DC comics, that isn't the same as perfectly consistent. Most of the core Hero and Warrior perks are fairly consistent - sometimes he has Flashing Speed (and its ability to hit fast things is Thor based not Fandral) but not always, sometimes he has the unbreakable will of Strength of Character… but not always. It Is of No Avail is particularly inconsistent. Meanwhile Mighty is perhaps the most consistent of all. The only Hero or Warrior Perk he doesn't have at least commonly is the defensive fighting one based on Balder. The * Age Hero perks are not always based on Thor, but are usually based on things he showcased during that period of 8-10 years.

How do I build Odin: Skyfather, various mage perks, various Hero perks. Odin depends a lot more on period than Thor. He got a big nerf in general after Stan Lee left the comic (he actually might have been at his strongest in the space between Kirby leaving and Lee leaving). Then while Roy Thomas mostly kept Thor acting and functioning like Thor, Roy Thomas tried to make Odin act like mythological Odin and after that Odin's characterization, competence, and abilities really zigzagged with each writer. None of them did him dirty like Jason Aaron and those after did, but he became a lot more inconsistent. That said, many of the Age perks are based on Odin - sometimes hero perks, sometimes the 600 CP ones - and to really rival Odin's magical capabilities you probably need a lot of Mage perks.

How do I build Mephisto: Erm… Look he was one of Thor's more common enemies during Vol 1, but he is in an awkward place. He is consistently shown to be weaker than Odin - recognizing that he's only able to get Odin to accept letting him take Loki's soul as punishment because Odin is both extremely weakened at the moment and needs to conserve his energy for other greater coming threats, admitting that even in Hell he can never defeat Thor merely fight him to an eternal standstill, and casually considering that in Hell he is Odin's equal as a major boast for his powers (unlike Dormammu who just considers himself Odin's equal). So he's probably below Skyfather tier (though with a lot of mage perks). At the same time he does seem to be more powerful than Loki, at least in Hell. So maybe it's just buy In This Realm Jumper Rules and Jumperheim and then build Loki. He's unfortunately a 2nd tier in priority and an awkward one at that.

I have realized I judge runs primarily by how much the characters act in character. As such Ron Marz, Jason Aaron, and Roy Thomas wrote horrible, awful runs. JMS somehow gets away with it. Roy Thomas and Ron Marz get some points back for having in-universe reasons for this - not good enough to justify it but they at least tried - and for having either Asgard or Thor acting mostly in character just not the other. Jason Aaron… Well I'd say the comics were Thor in Name Only, but he took Thor's name away from him for a while in there too. Ron Marz gets points for making crazy Thor a crossover event of all the cosmic heroes because none could stand against him alone… not enough to make up for it being terrible or for the horrible art in some of the series it crossed over with. Oh god, the art. *Warlock and the Infinity Watch* was eye bleedingly bad.

When a perk or item references a Skyfather, it is by default talking about one on the level of Zeus and not Odin. The skyfathers of Earth all agreed Odin was the wisest and most powerful and capable of them. While Zeus is on his same general level, and guidebooks in the 2000s would say he's presumably equal to Odin, the original statement of equality in the comics was couched with terms indicating it was equal in rank not in personal ability. Odin is to most skyfathers shown like Captain America is to a random US WWII Soldier. They're both soldiers, they're both human, but one is way more likely to kick your ass and save the day. Or to put it another way, Thor can fight Zeus for most of a decade albeit a Zeus who is trying not to kill him, half of Odin's power is enough to curbstomp Thor casually. A direct Odin to Thor comparison is not viable, because Odin has a sort of general authority and mastery over Asgardians and can turn off Thor's godhood (Zeus has a similar one over the Olympians), but in general Odin is not shown to be physically stronger than Thor, he's just got wisdom and magical skill to use the Skyfather's raw power much more effectively, and does seem to edge out Zeus in most regards. In raw physical strength Thor compares pretty well with Skyfathers.

When a perk or item references 'universe' unless further specified it is using it as Marvel would grow to use it from the 80s onwards (as opposed to how Marvel used it in the 60s), meaning Earth and all its related dimensions and realities many of which would be considered their own universes. This means the Negative Zone, the Microverse, the 9 Realms, the Dark Dimension, Arkon's world, and so forth, all of which have sometimes been called a universe. But a universal range will not be able to reach Earth-5 from Earth-616 (though time travel can blur this heavily). Crossing over from one Earth to another is usually much harder than local dimensions, as each Earth effectively creates its own local multiverse, and requires specialized tools. This is not to say it's impossible with what's in the jump - it's feasibly within Odin's capabilities - but those powers tend to be more associated with things Chris Claremont worked on (yes, yes he did the Thor

annual where Odin and Dormammu served as Order and Chaos's champions and Odin outplayed all three to ensure that neither Order or Chaos triumphed) than Thor comics. What the limits are will vary in future jumps, in general if the things that can travel between various 'planes' and 'dimensions' can travel between multiple Earths or the only other 'dimensions' are other Earths, they'll count as the same 'universe'. If on the other hand only some means of transit can travel between variant Earths, and it requires some level of specialized tech or capability compared to or simply separate from traveling to other types of realities - such as with DC comics - then each Earth and its related dimensions is one universe.

Strength and Strength Increasing Perks: So going by the 7 point strength scale, we will be ignoring levels 1-3. Vampire puts you at 4, Demigod puts you at the bottom edge of 5, with God being smack dab in the middle of it, Skyfather at the lower end of 6 (though Zeus has shown before that by turning all that magic might purely into boosting strength he can beat the Hulk down), and Celestials and Galacti being at 7 (i.e. scale breaking); Living Planet is awkward to scale. In the case of Rigellians and Eternals this is higher than their official listed in handbooks but is based off of showings in the comics (admittedly Rigellians have very few being so early). Mighty puts a human at a level equal to a Demigod, puts a Vampire probably equal to a God, and for a demigod would use Skurge as an example (officially 65 tons or a high 5 but his showings are closer to a very low 6, still a touch shy of Skyfathers' official rankings), as a God it'd put you at 7+ in theory, but as it's more Thor's normal showings and not his ability to go above and beyond might be more accurate to say the 100 tons level or the peak of class 6, and as a Skyfather you'd be somewhere in the 7+ level. The Great Serpent increases things similarly to Mighty and stacking them would move it up noticeably, probably a bit higher than increasing one class of being + mighty (a demigod might edge out a Skyfather not boosting their strength). Giant provides less of a boost than Mighty or The Great Serpent; it'd be a little less than 1 step from Demigod to God to Skyfather (though a Skyfather would still be 100 tons or maybe a touch over). God+Giant+Mighty would be enough to swat down Thor unless he got a boost or some serious heroic resolve going on. Add in The Great Serpent and well you're Jormungand.

How powerful is Thor: In general Thor's power level swings a lot. While this is based very much on Thor comics and not Avengers comics and Thor comics Thor tends to be substantially stronger than Avengers comics Thor, even internally within a single writer's run he can shrug off being buried under a mountain and then be knocked out by a smaller than torso sized rock being dropped on his head. But… When Thanos had the Infinity Gauntlet and fought the heroes with omniscience and some of its higher order powers

turned off, Eric Masterson Thor - repeatedly stated to be possibly physically weaker and definitely worse in a fight than the regular and with no feats on the scale of og Thor's higher ones - was still able to deal him a meaningful blow when no one else could. Heck Eric Masterson Thor was able to beat Gladiator so hard that he had to be pulled off of him before he beat him to death. When Thor first met Galactus he sent the planet eater running specifically for his life. When the Exiles had to fight Galactus with an army of gladiator superhumans they went 'well if we had Thor we could do this', and when they continued to find bad end world after bad end world they realized the one thing they had in common was that Thor had never been active on them. He's the biggest gun the Avengers have to the extent that the Sentry, should he master his powers, was expected by Tony Stark to be at Thor's level (and his greatest feat without relying on the Void was fighting Worldbreaker Hulk to a standstill… something Thor was able to in the What If comic for if he'd been in NYC), and a guy who was able to meaningfully hurt one of the strongest Celestials before they started being nerfed (arguably his managing that was the start of their trail into nerf-dom though that's undermined because he managed to hurt one enough it had to take action to neutralize him in the celestials' first appearance in the main universe). When he went mad in Ron Marz's awful run, he broke a planetoid (large enough to have gravity) by hitting Beta Ray Bill into it, and physically beat the Power Gem out of Drax after consistently being stronger than (possibly Power Gem amped… it didn't say on panel he was using it and I'm not tracking down the rest of that eye bleedingly badly drawn comic to find out) Drax. Now these are his bigger feats which the hero capstone is meant to reflect/enable when coupled with Thor level strength… but outside of Jason Aaron's awful run, Thor is consistently one of the heaviest hitters of the Marvel universe, and throughout volume 1 he's Marvel's Superman, he started as a Superman expy and while he veered away from that once Kirby was the regular artist it still shows. I mean I obviously put him below Galactus in raw power (Skyfather+Power Cosmic making you roughly Galactus in raw power not God+Power Cosmic), but Thor has a serious way of punching up, and it's not always that far up. He's a guy both Galactus and Thanos come to when they need a heavy hitter to help them deal with someone they can't fight alone. Most of the Hero and Warrior Perks are ultimately based on Thor, some are more narrative (Reset Button isn't a thing Thor does so much as Odin playing the Benefactor), and a few are other characters or composites (Surely Love Hath Touched Thy Heart is primarily Sif but does reference Thor's own feats in the field of teaching robots to love), but most are Thor's varying by circumstances power set adjacent capabilities, he rarely has all of them, and even most of them are things that bounce from story to story. But the answer is going to vary a lot by run. Jason Aaron's run was sort of a nadir for (even worthy) Thor's consistent power level. It's much harder to say what was

consistently his strongest since it's the big feats and outliers that stand out and Aaron's is unique in being a big run-long outlier. In general, though, 'the time a heavy hitter was able to get one over on Thor' stands out as one of the better feats for them, meanwhile for Thor beating up Gladiator, the Silver Surfer, or some cosmic hero is just Tuesday. Hulk is the only one to routinely match him, and those fights go a few ways: Thor refuses to use Mjolnir and wins (even when Hulk has Namor's help), Thor refuses to use Mjolnir gets tired of the fight and Hulk takes him out with a cheap shot, Thor uses Mjolnir and wins easily even if Hulk is amped, Thor is working with the Avengers and they're all incompetent and literally get in his way, and a few one offs Thor is literally at the nadir of his power under Jason Aaron against Immortal Hulk and is one shot, and one time Thor agrees to not use Mjolnir and loses because Hulk is just stronger (though that was a story inside of a story with a pointed moral of not fighting for fighting's sake, and unlike the og Hulk-Thor fight we don't see it at all outside of the story instead of just seeing the start and end with Thor then telling what happened off panel in a way that matches to the start and end state). If What Ifs are included Thor matched World Breaker Hulk blow for blow, though that would be in Volume 3 not Volume 1.

How powerful are other Asgardians: It varies… heavily. The Warriors Three are generally presented as powerful compared to even the Avengers… but they don't really show it. Still they did stand against Mangog, it was brief, and he tore straight through them, but Mangog shrugged off attacks that at a generally comparable time (I forget exact publication dates, but after the Leader empowered the Hulk further) took out the Hulk for weeks (being hit with an entire mountain) so standing up to him an surviving is actually not a small feat. Sif and Balder generally do better, and Balder actually fights some foes that give Thor trouble and while he doesn't win, he doesn't crumple. Heimdall never really shows much either, but along with Balder he's treated as higher class than Sif and the Warriors Three, and Odin has separated him out as a god vs a demigod in the Silver Age, where I can't remember if Balder got that treatment so it's safe to say Kirby and Lee put him at a higher tier than the rest, and he actually is able to hold off Thor in a fight for a bit which of the heroic ones you've got him and Balder able to do that. Enchantress, the Executioner, the Warriors Three, and Sif were all explicitly demigods, where Thor, Loki, Heimdall were explicitly gods. Balder is a little less clear, but he's physically superior to other Asgardians with the possible exception of Heimdall, and the half-storm giant and freakishly strong Executioner.

How fast is Thor: Hahahahahaha! Oh… You're serious? Thor has moved quickly enough to spin Mjolnir twice the speed of light, and reacted to light fast enough to parry it. He has also been unable to keep up with the human villain Cobra who is somewhat faster

than Daredevil. Generally speaking he has trouble keeping up with people who have combat super speed, but can eventually match them in reflexes. So it seems he can do single blows super duper fast, but not chain them repeatedly like say Quicksilver. Flight speed, i.e. what's listed in the power grid, is consistently presented as one of the faster flight speeds in the atmosphere (sometimes supposedly exceeding light even there) or outside of it (intergalactic FTL). In general, Thor's speed is like that of a lot of superheroes, and anime characters, it's fast enough that he can potentially deal with speedsters, but slow enough that he can't speed blitz normal people even when this requires him to sometimes be faster than light.

How fast are other Asgardians: There are really not enough clear data points. Generally they can't match Thor at his peak. Fandral is presented at times as more agile and quicker than Thor but not by much, and the rest fall below him. Hogun is faster than humans, even people like Daredevil or Captain America, and he's not presented as faster than Sif or Balder; maybe more skilled than Sif but probably slower. In general they're faster than peak humans, and probably a threat to speedsters, but less so than Thor.

Asgard's size and location is weirdly inconsistent and has always been so. One issue, near the end of Kirby's run, the Rigellian Recorder flies there to observe Mangog's attack. 2 issues later, still in Kirby's run it's noted that Rigellian tech can't reach Asgard because it's another dimension. Sometimes Asgard is a city that floats in space (admittedly this is mostly after Odin teleported it once, but it got put back and keeps changing), sometimes it's a whole realm that has multi-day trips for ships that initially flew, then had to sail for some reason, and might be able to travel FTL. Sometimes it's in the same dimension as "the Thousand Galaxies", the only certain thing is that it exists beyond the known universe/visible universe. At one point it was in the Negative Zone. That is the one time it was simple to pinpoint.

Do Asgardians Age: Sometimes. In the Silver Age there was a Tales of Asgard retelling the theft of Idunn's apples, and again during Roy Thomas's run the apples were stolen forcing the Asgardians to go to Midgard where they would still be immortal, and again a one-off filler because Simonson was late one month where Thor had to reclaim them during the 19th century from the wild west. Other times Asgardians are immune to being aged because they are immortal and can never age, and they do not age when deprived of the golden apples because captured in most stories. The rate of aging without the apples is also substantially quicker than normal, so it seems more that they are ageless, but because of their mythic nature the myth of the apples has power over them, but this is starting to sound like something out of Thor vol 3 or Immortal Thor. Suffice it to say

normally Asgardians age very slowly, with Thor being presented as potentially outliving the Earth itself.

Time is also funky. Sometimes we'll be shown two story lines simultaneously and then one apparently took weeks while the other took hours. So it gets hard to guess at travel times.

Uru vs Adamantium: In Adamantium's first appearance Thor "barely dents it" with his strongest blow, and a city destroying explosion, which Thor contains, destroys Ultron and his adamantium body (and this is still specifically primary adamantium). Mjolnir has broken uru chains through magic, and after that Thor has been unable to damage Mjolnir, so much as denting it. He has difficulty damaging adamantium suits or cars, but is capable of minor damage, and with his full power blows noticeable damage. After this, in Avengers volume 3 (running side by side with Thor vol 2) secondary adamantium is introduced to retcon some of the feats of its destruction… but Thor still manages to destroy primary adamantium in that comic, but that's Avengers not Thor comics. Overall, judging from Thor comics in specific, despite the number of times Mjolnir is destroyed, they're rather similar in that Thor can sometimes smash them, and they can both sometimes but not usually be damaged by extreme temperatures, and magic.

Skyfathers, and similar Galacti/Celestials possess enough energy manipulation and projection abilities to do most things including most any other super powers you may choose to purchase. Assume the powers are more energy effective and less of a strain to use, however. A skyfather doesn't need the flight perk to go flying across dimensions and galaxies, but having it will mean you're doing it like you'd run instead of doing it by expanding a massive amount of raw magical power. The exception to this is a Living Planet which, while at the Skyfather tier for powers, lacks the general semi-omnipotence of the others at that tier. In which case, as opposed to being a more energy efficient means of performing powers, they typically give them it; Ego can propel himself through space on his own, but it wasn't until Galactus implanted a massive thruster into him that Ego could go fast enough to casually cross galaxies.

Balder's invulnerability is haphazardly applied. There was a (Kirby) Tales of Asgard retelling the myth, but Balder was shown to be hurt and injured in Kirby's run of Thor after that (and it was put in the past anyway). It didn't get brought up again until Roy Thomas's run where it was reapplied and stated to only apply in Asgard. Then in Simonson's run it was mentioned that in Asgard (and only Asgard) it applied, though no one had been surprised Balder's neck could be snapped by Kurse 2 issues earlier, and Agnar's attempt to kill Balder in Asgard was treated as a legitimate threat to his life by all

involved. Throughout here he did get hurt in Asgard sometimes, and relied on being the best defensive fighter in the series and dodging to avoid injury. So the comics themselves seem to forget that he is invulnerable more often than not, which makes it hard to say if something like Surtur could kill him by hitting him hard enough in Asgard, so I went with knocking you out is possible, but permanent injury is not.

Energy Projection is not at Cyclops's level, at least not for mortals or demigods, but is reliably on the higher of power as far as energy powers/blasts go. A Skyfather probably could casually blast a hole in Cap's shield. Thor did.

Death Demon really shouldn't have been included. He's a Fantastic Four villain who shows up in a single issue as a minion of Mephisto. But I really liked that his super attack was fueled by the target's willpower and so included him anyway. And while Radiation Man didn't really have more presence… he was created as a Thor villain and one of the few early ones to actually challenge the god of thunder. Darkoth was just another random issue.

Power Cosmic was *barely* included. Galactus had to be because he is a major Thor character, getting 2 longer plots about him, and a few other plots. The Silver Surfer is not. While Thor gave us our first real show of Surfer's limits in Silver Surfer Vol 1 (where Mjolnir was able to overpower Surfer's power cosmic and Surfer - buffed by Loki to greater powers than he'd ever experienced before - was barely able to overcome Thor and even then recognized he only did so because Thor held back recognizing he was confused more than evil), the Surfer barely shows up in Thor's own comics and only has impact in the (terrible) *Blood and Thunder* crossover storyline. If this was including vol 2 Silver Surfer would have a better justification for teaming with Thor in a single Annual, and if this was including up through Fraction's run it'd fit. As it is, Surfer only got included because Firelord was introduced in an issue of Thor, befriended Thor, and had multiple impactful contributions (even if they're gone in the wash long term).

I felt a bit bad making Walk Amongst the Weak a 100 CP Hero perk since depending upon the run, and maybe more often than not, Odin lacks its (during Lee and Kirby it can be argued that mostly his lack of empathy was that he understood Jane Foster and why she was wrong for Thor better than Thor did showing it more than Thor), and so does Sif… but it's also the minor trait that defines what sets Thor and the Warriors Three apart from villains (and to a lesser extent Heimdall, Balder, and the attempt at it even Odin and Sif).

How does Mighty interact with strength increases from other jumps: Fanwank it. I can give special stuff for this jump because it's this jump. But interjump stuff isn't the domain of a single jump to say.

Surely Love Hath Touched Thy Heart + Sparky Friendships might allow you to do things like redeem Mephisto (though that'd probably lead to his death) or make Hela stop her tumbles over into villainy and become a more helpful force and focus more on being a caretaker of the dead. Actually Sparky Friendships might manage that, but it's hard to say how much of that is because Sif touched her heart and started her having womanly feelings in the early Bronze Age.

Why do I have to pay extra for Mjolnir to grant the power of Thor? Because the first, and arguably only, time it actually did that was in the What If issue where Jane Foster was Thor. Beta Ray Bill was already a near peer of Thor and never shows any increase in power from the hammer, just access to its enchantments. Eric Masterson was fused with Thor and accessing his power, and even then got noted as being weaker than Thor which might be Loki messing with him but Ulik very vocally agreed, Absorbing Man seemed to, and Annihilus also found him substantially weaker (though Masterson killed him). Captain America talked about it making him feel stronger, but he still struggled to throw off people that Thor threw off casually. Dargo the Thor of the Future was the only reason it's even an option, as he clearly got Thor power from holding it, but even he was slightly weaker than Masterson, and the Thor Corps puts them both as weaker than Beta Ray Bill with Stormbreaker (and Bill with Stormbreaker is shown to be a near match for Thor but not an actual equal). Beyond that I wanted to let you build yourself to be Thor without making you pay twice for his strength; it always bothers me when you can get Thor's powers for 600 or more CP in a jump and Mjolnir which will give your all of Thor's powers and then a massive list of others for 600 or less CP in a jump (Marvel Magic and Avengers vs X-Men both do this).

Why does Heimdall's sword grant magic resistance? Because in issue 376 when Heimdall shrugged off the Enchantress's magic to turn him into a tree he claimed because he was once the watchman of the Rainbow Bridge and carried the enchanted sword of guard such magic could not trap him.

The Odinship is based on the ship used in the search for Galactus in Thor 166-169, also called the Cosmos-craft but called the Odinship by Thor. It is not based on Odin's ship, the magical flying longship from the Journey Into Mystery days which is called Odinship on the wiki… but I can't remember if they ever called it that in the comics or just Odin's ship.

If you want to know the precise line for who costs double as a companion… I'd say Galactus is on one side, being a main player/antagonist in 3 storylines, and the Silver Surfer is on the other, having teamed up with Thor for a 2 part story and then having been a main player in a many part crossover storyline. Most of the Avengers probably fall on the double side of the line - while Captain America and Iron Man team up with Thor in comics it's very much a guest star and they're not being used as a Thor character. Hercules of course originated in Thor so is cheap, but after him the Black Knight is probably the most impactful in Thor comics (as opposed to Avengers) during this period. That said you do you.

Weapon Mold vs Master Smith: Weapon mold will produce stronger weapons with nothing else, it also speeds forging of weapons. But both coupled with Skyfather power, enchanting skill, and uru could mass produce Mjolnirs. But it's a late coming retcon (~40 years into Thor) that Mjolnir required some super mold to make and not just really good dwarf smiths.

Drawback limit is in place so that I didn't have to carefully balance the drawbacks and wean them down to a reasonable number, and could include powers like being a Celestial (or Exitar) and still make it not just the automatic shoe-in because it allows you to power through enough drawbacks to just take an extra several thousand in drawbacks.

How quickly do drawbacks fade after your starting era: Fanwank it. The higher value ones will take longer to fade completely. Or at least completely lose their drawback fiat and become capable of being overcome. Fairy, for example, might never truly fade till the end of the jump but become part of your new demigod alt-form and overcomable with perks as it ceases to affect your out of jump powers at all. Mutant Menaces might stop ensuring your foes come back and then stop ensuring that mutant foes hate you but Magneto's enmity might linger until you deal with him yourself. If you're starting in the Silver Age - say for the Scenario - 100 and 200 CP drawbacks should be gone by the end of Volume 1 and even 300 CP ones might be and by the end of Volume 2 (when the scenario happens) you can rely that even Odin the All-Mad will be faded to the point of not interfering in your final battle. Companions' drawbacks fade at the value they are for the companions.

At one point there was a plan to have a perk for getting Cobra's power and an item for Mister Hyde's formula, but there were too many ways to get super strength, and between God of Speed and Cobra being painfully lame both were dropped. The Gray Gargoyle's touch and Radioactive Man's power were at least interesting enough to include. Plus Radioactive Man was a sufficient threat to possibly be the only time Thor commanded

lightning without Mjolnir during the entirety of Volume 1. I can't think of another time he did it, but he shot lightning out of his fingers at Chen Lu.

The more Thor comics I read the more I am disappointed with how badly done Jane Foster's time as Thor was. Could have done interesting things with her kid. Nope, killed him off retroactively at the end of it because they didn't even acknowledge he existed. Could have done some interesting things with her past as Sif for a while and how it changed her from the person who was too scared to have Thor-like power when Odin gave it to her before. Nope, had to get Odin's personality more twisted than even Roy Thomas or Ron Marz.

Ikol, or whatever you want to call the modern Loki created when old Loki's splinter self by that name ate Kid Loki's soul and merged with Kid Loki may be the best hero Marvel has introduced in I don't know how many decades probably since the 80s. But man villainous old Loki was so good, it's a shame he was lost.

Desak's Amulet of Power was not included as a 600 CP item because it was way too powerful for such, and not included as an item at all because 1) he gave it back to the Designate and it didn't mean he lost the powers, indicating it induced a permanent change granting him the abilities, and 2) despite only appearing in 2 annuals Demogorge is more iconic.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed misspelling of Beta Ray Bill's race, fixed a mistake in the pricing of Korbinite Cyborg (it didn't agree with itself in both places), fixed that Gods/Skyfathers didn't have Demigod freebies, fixed that Giant accidentally described height for demigods and then gods or demigods, noted that Elemental Force can be purchased several times, clarified that while Eternals get powers as a god they only get strength as a demigod even from other perks that grant superpowers.

Version 1.1.0: Added Volume 2, this added the Volume 2 Perks/Items, as well as God(dess) of the Sea, Energy Blasts, and Decay perks, the Magic Bell item and the Wrecking Crew, Mortal Incomprehensibility, & Spiralling Out of Control drawbacks. Unrelated noted that Dimensional Teleporter can be used to take those you are holding onto. Reduced the price of Demogorge and Strength of Hate by 100 CP each. Removed

the demigod/god/skyfather requirement from Demogorge because of Desak. Added the Designated Babysitter scenario.