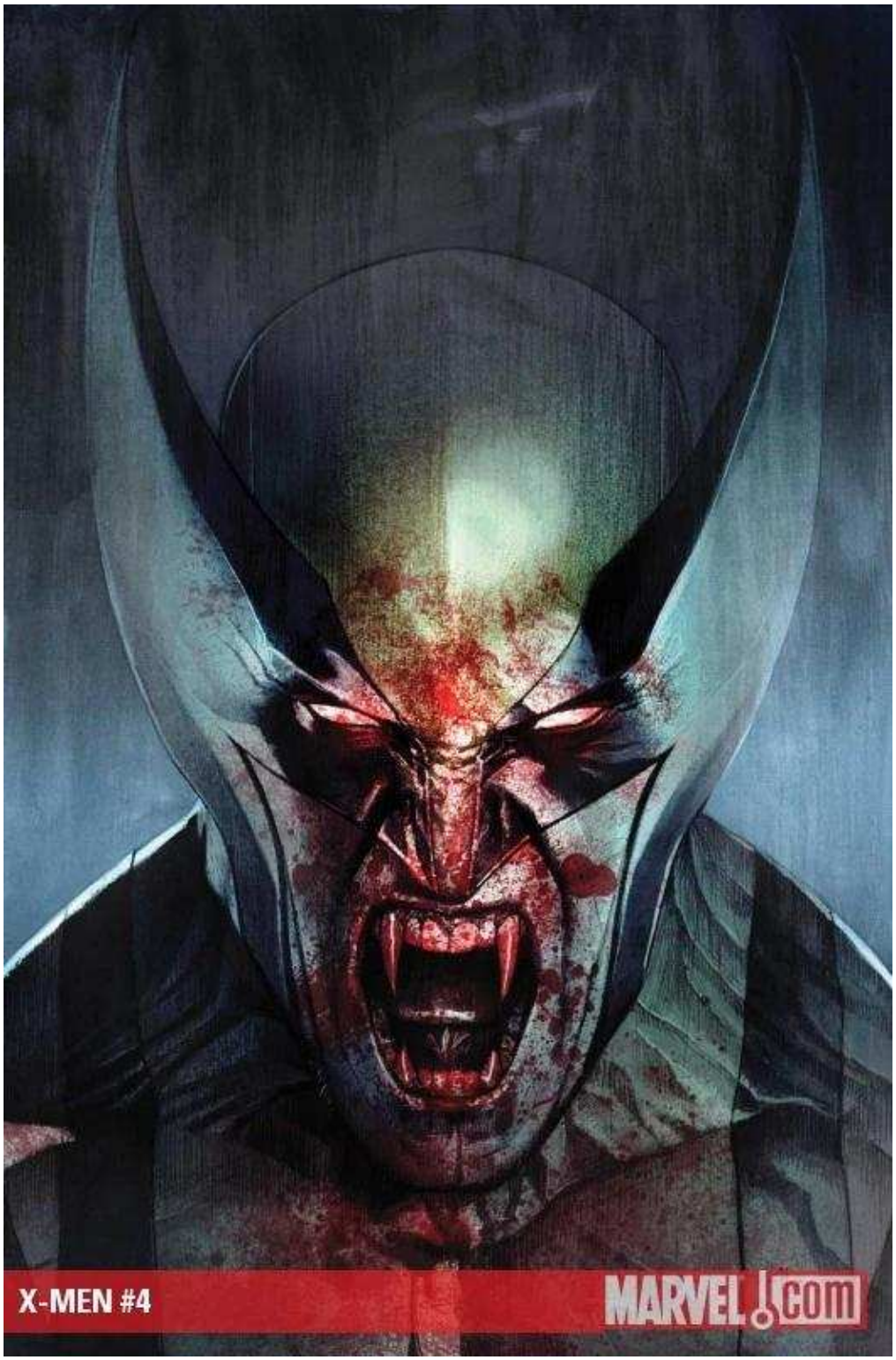
X-Men Curse of the Mutants Jump

Version 1.0.0



As Marvel's Heroic Age begins, the X-Men are still recovering from the devastation of the mutant population that was M-Day. 5 new lights have been found, new mutants for the first time since Wanda Maximoff said no more mutants. They have just barely repulsed a major attack from a large scale coalition of sentinels and their human enemies, losing Nightcrawler and having Beast leave the X-Men in disgust at Cyclops's militant leadership, and have been reinstated as heroes after the events of the mess which was the Marvel universe in the latter half of the 2000s.

In the wider world, Siege has just ended, Loki sacrificing his life to save Asgard from a threat that he orchestrated, bringing down Norman Osborn from his position as head of global security, removing the Sentry's superpowered evil side of the Void from the board for a time, and giving himself the chance to be reborn as a mostly heroic god of stories instead of a villainous god of lies. The status quo which was shattered by the Scarlet Witch's descent into madness has finally begun to settle back into something resembling normality.

And you would know none of that from this story line. But it might be good to know what some of the things in the wider world you'll have to deal with are.

This is a story that begins in the Mediterranean, on a secret vampire island. A once in a century meeting is taking place, where representatives of all the vampire sects will be meeting. The last representatives are arriving now.

If you do not change things with your coming, Zarus, Son of Dracula, will murder his father to usurp his position and begin a war against the mutants of Utopia in an attempt to turn them into vampires so that they can take over the world and make a new, open vampire nation.

I'll let you guess how well that goes. But now that you're involved, who can say. Welcome to the Marvel universe. You're going to need these:

+1000 Comic Points

Good luck, and good jumping.

Location:

If you're a mutant you may begin on Utopia with the other surviving mutants. If you're a vampire you may begin on the vampire island where they are having their once in a century gathering. Regardless of what you are you may choose to begin in San Francisco

Origin:

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

Unless you drop-in, you may choose your age and gender as befits your species and origin in this jump. If you drop-in it's the same as the end of the last jump.

Drop-In: You don't really fit here. Like a certain mercenary with a mouth, or a friendly neighborhood arachnid inclined individual you might make an appearance in the events but you're not really a part of what is going on, or someone who really fits. Though you take it a bit further as this won't give you any past or connections in this world, just having sort of appeared from thin air.

Champion: Whether you're a member of the X-Men, or a particularly remarkable vampire, you seem to lean on the four color side of this story. You're a larger than life individual, with a history of adventure and deeds, who would fit in with the likes of Cyclops, Gambit, Storm, or… Dracula.

Hunter: You are a skilled hunter of… well probably vampires, but you could hunt something else like criminals or ninja. You are a more down to earth and streetwise individual than some who run around in tights, with an idea how the real world works. You'd fit right in with the likes of Blade or even Wolverine.

Schemer: You are a plotter, a planner… a schemer of schemes. You can get ahead and promote your own power no matter the general cost. Still sometimes even the heroes need such a brain as yours. You'd fit in with the likes of Emma Frost or Zarus himself.

Scientist: Somebody needs more than 2 functional brain cells around here. And that someone has got to be you. You're a scientist, and you figure out how things work. You'd fit in with the X Club, or the engineers employed by sect Mystikos.

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.

Reality Insurance (Free while here/300 CP to keep): The Marvel universe/multiverse is fairly regularly wiped out by time travel, universe+ scale reality warping, or someone like Reed Richards turning it off and on again. You don't have to worry about that here. If it's the sort of thing that'd get another reality number you can assume that it splits off a new reality instead of actually overwriting yours. And if it's not but just reality being destroyed and recreated as if it never happened as long as you're not specifically not recreated you will be recreated with it and your chain won't be ended by the event.

Combat Skills (varies): In a place like this you've got to know how to handle yourself in a fight.

For 50 CP you've got enough of the basics and instincts that someone might consider training you in the future. You've got some basic combat skill still, enough that you could probably win a bar brawl, or fight a group of unarmed thugs and win, but you'll not be handling yourself against superpowered enemies with just skill, and you're really at the kid who a superhero picks up to train level. If you've been jumping even a bit you've probably got better than this, but it's still an option if you've not had to fight before.

For 100 CP you're roughly at the level of a novice member of one of the teams. You can hold your own in a fight against even skilled mundane opponents (but not true experts), but you have not fully integrated your powers with your combat style, and you'll be hard pressed to hold your own against even an average vamp without powers of your own.

For 200 CP you're roughly at the level of an experienced member of the X-Men. You have a fighting style which has integrated any powers you gained here into it, emphasizing their strengths, and blending its use into how you fight fluidly and easily, and are well experienced with your powers and a veteran of using them in hazardous situations. Even without powers you're an expert able to hold your own against multiple trained opponents. You will find that it is easier for you to integrate powers both from here and other places into your armed and unarmed combat styles again from here and elsewhere, modifying them to allow you to make full use of your (un)natural advantages.

For 300 CP you're at the level where 'fights well' could be considered your superpower. Like Blade, or Wolverine even without powers armed with a blade that could cut off their

head you could fight whole groups of vampires, overwhelming even seasoned and skilled experts of the Claw Sect through sheer martial superiority. You're not necessarily the best in the world, Captain America could probably outfight you without getting into those whose combat skills transcend the mundane and become overtly mystical and supernatural, but you could still be considered a one-man army, able to fight your way through entire squads of armed henchmen unarmed, cut off the heads of multiple opponents in a single, smooth arc, or cut through a leaping enemy multiple times before they landed. You will find that the combat instincts necessary will serve you well, helping you to adapt how you fight to your opponents and their powers and styles. As with the level below this you will find that it is easier for you to integrate powers both from here and other places into your armed and unarmed combat styles again from here and elsewhere, modifying them to allow you to make full use of your (un)natural advantages. Your mastery of your powers has further increased and any powers you purchase here will be mastered and thoroughly explored as if you had spent years dedicatedly training them and using them in situations of extreme danger, and will be completely integrated into your fighting style allowing you to blend them seamlessly with other combat skills.

Time Spent in Skintight Outfits (50 CP; free with Siren): Superheroes have to be bit of waist watchers, when you're running around in outfits which leave nothing to the imagination you don't want to look bad. You look good enough to be part of the spandex and masks crowd. As no superhero looks bad, or even really average, you look fairly good, and you are actually above average for a superhero. This won't make you a remarkable beauty by their standards, but you shouldn't have trouble getting a date, or a job as a model.

Aspect of Death (500 CP): Much like Warren Worthington III there is a killer inside of you. And just like how when Warren's killer side comes out fully he changes from Angel into the faster, stronger, and more dangerous Archangel, when you allow yourself to be subsumed by your killer instinct you transform as well. You will look visually distinct, taking on an unnatural skin tone and even perhaps having already anomalous parts of your body harden into non-fleshy materials - like how Angel's wings become Archangel's metal ones - and you will find that all of your powers, from here and elsewhere, increase substantially in this form, or at least any that can be used for fighting, killing, and direct combat purposes. This can be a direct increase in power, but it can also unlock new uses and abilities, though all such will be directly related to making you better at killing and violence. Your mind will also focus itself, turning you into a killing machine as if your whole being was refocused onto violence; this won't directly grant you combat skills but your ability to fight will generally improve with this pure focus.

Should your bloodlust be sated, or you manage to beat back your desire to kill you will revert to your normal form. And this is about the desire to kill. Being willing to kill if you have to in the cause of protecting others will not induce this transformation, it requires you to be intending to kill your opponent as the preferred end result. Though since yours wasn't the result of some madman tampering with you and instilling you with the power of Death, you can control and prevent this transformation.

Daywalker (500 CP): Sometimes powers come with a cost. To be a vampire means to take on a whole slew of vulnerabilities and weaknesses. Except when it doesn't. Oh various rituals have sought to free vampires from them - someone like Dr. Strange always undoes and reverses them though - but Jacqueline Falsworth just… doesn't have them. Hard to even guess why. She just doesn't. Blade at least has a reason… when he has vampire powers at all though that's a convoluted mess. Now you're the same, and not just as a vampire. Special weaknesses and vulnerabilities just aren't a thing for you. At all. Now this isn't complete invulnerability - Jacqueline could still be killed by having a stake rammed through her heart because vampire or not that's lethal, but she could walk in day, didn't feel their bloodlust, and showed no vulnerability to things that were holy. Blade could even regenerate from silver weapons just fine. Just think of it as all of the powers, none of the downsides, ok?

Drop-In Perks

Mouth (100): You are always equipped with some quip, joke, or verbal jab. They'll not always be top notch, but you'll never find yourself without something appropriate to say. Well at least when you consider snark, sarcasm, and mockery to be appropriate. And while not all will be the best in the world, you'll generally have an off-the-cuff response that seems like a professional writer took some time to find something that fits the situation. Good for making viewers laugh, or infuriating the prideful.

Well Brain, What Should I Do? (200): You possess a second personality. They have no control, or any ability to initiate things. All they can do is talk to you, and you can even silence that at will. This personality is ultimately you, though, only more level headed and detached, being less emotional, less biased, and more objective about matters than you are. You don't have to listen to them, and you might shouldn't always do so, but if you want a second opinion of what you'd say if these things were happening to someone else or if you were just a calmer person they're useful.

Heroic Skills (400 CP): Heroes need to be able to do a little of everything. Fly combat aircraft? Check. Perform feats of acrobatics? Sure thing. Hack a computer? Yeah. You have the broad base of skills necessary to an acting superhero. You're not the greatest pilot by any measure, but you can do it. You're not a master hacker but you're not lost in attempting to hack a computer. You have a basic idea of how to run search and rescue or an investigation, but you're not the person a team of superheroes would select to run one. You're not a particularly good fighter by superhero standards, but you know how to fight. This is similar to the 100 CP level of Combat Skill, though a bit better, but in all mundane skills that a superhero would be expected to have.

Twelve Hours Ago (600): It seems you possess the power of brilliance… retroactive brilliance. You may not be the greatest tactician or schemer, but from time to time you seem to almost be precognitive in your planning. Or retroactive in it. Once per year when you get into trouble, you may insert an action, taking no more than around an hour, into your past, something that could feasibly have been done in the last week while still getting you to the point and situation you are in now - such as planting bombs in the location ahead of time or having a priest bless the water in the reservoir so that when you pull the hospital fire alarm it'll spray holy water down everywhere. This has to be something you could have feasibly done if you'd chosen to do things differently, and which would still, to an outside observer, or your enemies, create the same situation you were currently in.

Champion Perks

Talk And Fight (100): Superheroes might make it look easy, but holding full conversations while you fight really isn't. There's the demands of concentration, where you have to think of what to say meaning you have to split your attention from fighting, and then there's the body's demands for oxygen when you're in full intensity physical exertion such as in a fight for your life. Most people can't really do both at the same time,at least not well. You can however. Talking, even carrying on a full fledged conversation, while you fight doesn't seem to make you any worse at actually fighting, and fighting doesn't seem to detract from your ability to hold a proper conversation or make coherent and cognizant points in the process.

We Just Turn the Case Over to Him (200): Authorities and governmental structures are oddly ok with your acts of vigilantism and walking around as a living WMD. As long as you are actually going after criminals, and not killing save for in extreme cases, the authorities seem to turn a blind eye or even help you in your vigilante career, and not respond to your powers as a threat. Even the judicial system is strangely ok with it and your extralegal means of gathering evidence won't get cases thrown out. They're even strangely trusting of you as long as you are earnest in your desire to help, and willing to ignore minor crimes you commit in the course of saving lives. Now if you start even planning to go up against the government, or start committing crimes for your own gain and not to save or protect people this protection from the ire of the authorities will be voided until you return to a properly (super) heroic path of behavior that is free of conflict with the powers that be.

You Are Still You (400): And no supernatural virus will change that. You possess a strong will, and even without serums made from Wolverine's blood you could probably resist the mental contagion of vampirism. You can likewise resist other compulsions, and urges, both natural and supernatural, and possess a strong unyielding will which is a shield against mental influence. Like Raizo Kodo, you could become a vampire and learn to not only drink the blood of animals instead of humans, but could last and suppress this temptation and desire for centuries with no outside aid, and nothing but your own iron will. This is not total immunity to mental influences, but something at the level of the urges of vampirism, or a telepathic virus capable of subverting normally strong willed heroes, could be resisted indefinitely by you, and you could pit your willpower against even omega class telepaths for at least a time; perhaps long enough to win the fight. And as this is willpower, and not mere telepathy resistance or a shielded mind, this will help you fight more mundane urges and compulsions like chemical addiction.

Competent Leader (600): You would make an excellent general and tactician. This, unfortunately, won't make you a good ruler or administrator, but like Dracula or Scott Summers you are an expert when it comes to leading men into battle, planning combat engagements, or even entire military campaigns. When it comes to combat leadership you are one of the best, with the skills needed to be remembered for centuries for your bloody and effective military performance, to turn a group of disparate heroes into a force that is able to oppose cosmic threats, or lead another - even cunning - leader to over committing his forces and walk straight into a trap. Like Scott Summers, your instinct for squad tactics, and battlefield command are sufficient to impress even the likes of Apocalypse, or win the begrudging respect of Wolverine.

Hunter Perks

There is Only Duty (100): You possess the ability to harden your heart, make the difficult decisions, and do what needs doing. Things like killing your parents, wife, and brother because they've all become vampires. If things have gone wrong and something is too far gone to save, you won't hesitate in the face of what you know needs to be done, and can power through pain - emotional or physical - in the face of need. This also comes with the ability to get over the guilt of such actions. You'll still feel it, and it may keep you up at night… For a while. But as long as you are making the best choice you can, or at least trying to, you will be able to live with it, though it may drive you to make certain that in the future you possess better options and to grow from it.

Low Lives Always Gravitate to the Same Sort of Places (200): You're something of a detective, but you're no arm-chair detective. Like Wolverine or Blade, you're the person that superheroes turn to when they need information acquired, or someone or something tracked down and magic and super science fails them. You possess an almost superhuman skill at doing streetwork, acquiring information from sources (willing or otherwise), and cultivating informants. You're good at putting together the clues and the pieces, too. You are also a master of tracking people, objects, or information trails, and you don't need an enhanced sense to find someone you're looking for quickly and effectively.

Gathering a Crew (400): When you seek to put together a team for a job, you have an odd luck in finding others whose goals align to yours and who possess useful skills or resources in such a job, and usually in situations conducive to cooperation. This won't gather you any armies, but somehow or another if you go out to fight vampires, you'd be running into every other vampire slayer in the area, or even just coincidentally attacking the same of literally hundreds of vampire dens in San Francisco as the X-Men were to start their hunt. It's like fate wants you to manage to gather the allies you need. And sometimes even when you're not looking for them, they'll come to find you. Even in a world without such heroes you'd at least find plucky and keen minded ordinary people who had been wronged by the vampire. And if it needed to be said vampire slaying is just an example; it'd work just as well if you were trying to put together a team to rob a bank, or declare war on a mutant nation; you'd find willing people with useful skills, though the rarer the skills the more you may have to make do.

Plus no matter how edgy or much of a loner who refuses to fully integrate into the group you are, you'll find that you work surprisingly well with these newly discovered teammates and allies.

Vampire Slayer (600): Or maybe something else. Choose a type of enemy, something like vampire, dragon, zombie, homo superior… You are an expert in killing that type of enemy, your mind naturally intuiting how to fight them both how to counter their specific tactics and the situation you're in and finding their weaknesses or ways around their attempts to remove their weaknesses, and your skills seem to skyrocket when used to bring them down.

If you picked vampires as an ordinary human with no particularly fabulous skill in combat you could hold your own against a group of vampires armed with nothing more than wooden stakes and maybe a vial or two of holy water, and with some actual combat skill you might be able to duel Dracula himself, who was a warrior with skills to be renowned in an age of warriors, and as a vampire managed to bring Apocalypse to his knees, with nothing more than a sword and be a real threat to him.

The effect is at its strongest with something on the scale of vampire, and as the group grows broader or more common it will weaken (a metahuman slayer would see less benefits than a mutant slayer, a human slayer less benefits than a metahuman slayer, and a slayer of the entire animal kingdom including humans would see only a very marginal effect).

Schemer Perks

Siren (100): You may not be a member of the Siren Sect, but you would fit right in. You have a talent for seduction, and know how to make use of your sex appeal to manipulate those around you, or make them drop their guard. It's like you have a sixth sense for how to appeal to a specific target if you set your mind to it.

Headtaker (200): Zarus demonstrated that even a master vampire like Dracula cannot be revived if his head is separated from his body. Given his revival usually involves magic rituals reanimating him from his ashes, this is actually sort of impressive. And now you carry a touch of the same with you. If you behead an enemy as long as the head is not destroyed they cannot be revived or resurrected except by someone who has their severed head. Note that this just requires the head to be mostly extant, not undamaged - if you put a bullet through the brain or split it open with an ax that's fine, as long as the majority of the skull is still in one piece.

Anarchist's Bombs (400): When dealing with another scheming plotter there is something to be said about an uncontrolled element. And you are excellent at coming up with plans to introduce chaos too volatile to predict into the system and disrupt the schemes of other planners with elements even you cannot control. The more uncontrolled and wild the element is the more effective this is, meaning that this will work best when you don't try to actually control your new agent but just release them. And when you do introduce such an element it becomes resistant to prediction, whether mundane or magical, and can even disrupt the workings of fate. Again this resistance is related to how uncontrolled and uncontrollable they are, but if you're really just rolling the dice with a force of true chaos no one - not even you - will be able to predict with any reliability exactly how the dice will fall. You are good at recognizing things that can serve as these uncontrollable elements whether they are individuals or otherwise.

Leader for a New Age (600): You are a master of the intricate dance of backroom power politics. You know how to figure out what people want, and how to make it so that giving you what you want feels like you giving them what they want. You know how to plot in secret, how to build a power base, how to manipulate people, and how to gain power. This doesn't give you the skills of a tactical commander or military leader, nor skills of a good ruler or administrator, but you are a master of political scheming and finding routes to obtain positions of leadership and authority, and understanding how to maintain your hold on that authority once you have gained it.

Scientist Perks

Open Bileduct (100): People don't seem to care about just how insulting, disrespectful, or asinine things you say are. Well at least as long as you're (even marginally) useful to them. Even the likes of Namor or Doctor Doom would accept back talk and disrespect from you if you were working on their side or for you, without punishment. This doesn't cover outright disloyalty - if you are encouraging people to betray someone they'll react to that - but just disrespect and lip. And it only applies when you're at least marginally useful and working for them; your enemies will get just as annoyed by your comments as usual.

I'm Dumbing This Down For You Naturally (200): You are a genius, why don't the simpletons around you understand that? Your intelligence and scientific aptitude are enough to make you a recognized genius, and in the real world you could be at the forefront of whatever scientific field of research that you set your mind to. By comic book standards you're smart enough to be the science guy for an organization like SHIELD, or part of the X-Club, but you are far from the big leagues. Still your mind takes extremely naturally to fields of science and technology.

Virulogist (400): You are an expert on the study and science of viruses. You won't be curing the common cold or cancer with this, at least not without a lot of time, effort, and funding, but you are capable of comic book science in the field of viruses. You're not one of the big names like Reed Richards or even Hank McCoy, but you could cultivate a super ebola that affects vampires to make them more palatable to another strain of vampire, create nanomachines that manipulate and administer retroviral gene therapy to combat a disease, or even if you had the skill with magic and supernatural abilities necessary do something like create a virus that acts as a telepathic receptor for vampiric hypnotic power to beam the desire to be fed upon by a vampire into the minds of others. Give you 10 years and a billion dollars and you might even manage to cure vampirism.

Logos and Magia (600): Logos and magia are Atlantean terms for science and magic respectively. Unlike the surface dwellers the Atlanteans do not consider the two separate disciplines, but mix them freely. Just like vampires, and Doctor Doom do. And now you as well. You find it easy to mix magic, occult, and mystical forces with those of 'hard' science and technology. You will find that making technology that interacts with magic is easier for you, and making any magic that you possess work well with technology is likewise easy, even with magic normally anathema to technology and 'science'. When you are involved the two are not opposing schools, but something that blends into a stronger whole. Finally you have some small level of magical aptitude and skill. Not

enough to ever be in contention as Sorcerer Supreme, but you can probably work a few minor spells, and have a basic understanding of the principles of how magic in the Marvel universe functions.

Powers:

Atlantean (50 CP; requires the 100 CP level of Enhanced Physique): You are an Antlantean, one of Namor's people. You are a water breathing species able to survive in fresh or saltwater. You're also an excellent swimmer, and your senses are adapted to function fully well underwater - even allowing you to see surprisingly deep beneath the waves. Normally you would be unable to breathe air, but in your case your Atlantean nature will be an alt-form able to be toggled on or off.

If taken with Vampire you will be one of the Aqueos. Your regeneration may allow result in tentacles emerging from your stomach, you can see from empty eye sockets, and if you purchased the ability to command wolves, rats, and bats you can instead command marine creatures.

Dhampir (50 CP): You are a half-vampire, or have abilities like one. You are able to smell vampires, as if they produced a strong 'grave odor,' and are immune to being turned into a vampire yourself. This will work on all types of vampires here and elsewhere; you cannot be turned into a vampire, and you can detect them by scent. With time you can even learn to differentiate between breeds or pick up traits about them by their scent. This even includes smelling other half-vampires or those with vampiric blood within them.

Enhanced Physique (100 CP/200 CP): One of the most common superpowers out there, and while it doesn't get particularly demonstrated in this story line several of the characters do have it to some extent or another.

For 100 CP you are roughly equal to a vampire, or depending upon your general fitness beforehand Captain America or another supersoldier. As a human, you can lift roughly half a ton, to 2 tons depending upon how strong you were previously. Your endurance, and recuperative ability are likewise boosted. Your agility and speed aren't that many times higher than a normal human, but do range from real world peak to noticeably above, and are enough to give you an advantage over baseline humans. Your senses and immune system are also somewhere from the top of the normal realworld human range, to slightly better than real humans.

For 200 CP you are roughly equal to Wolverine, without his healing factor. You are a little over twice as strong as the base level. Your endurance and recuperative ability are likewise boosted. You'll not be regrowing lost limbs or healing in the middle of battle, but you might recover from a broken limb in days instead of weeks. Your senses are likewise boosted by a noticeable amount, all of them being noticeably above that of an

ordinary human being able to hear or see perhaps twice as far as a human with ‘perfect’ hearing/vision, though you may choose one sense to have substantially improved to the point where it is up there with the tops of the animal kingdom or comparable to Daredevil’s own - something like night vision good enough to see in a moonlit night like it was day, vision that seems telescopic, a sense of hearing good enough to hear people’s heartbeats, or a sense of smell to rival Wolverine’s and shame bloodhounds. Your agility and speed however see no noticeable boost above the previous level.

Reptilian (100 CP/400 CP; requires the 200 CP level of Enhanced Physique): What’s big, green, and scaled all over? The answer would be you. Your size sees a moderate increase, making you stand as a giant over others of your species, and your body has been merged in part with something reptilian covering you in green scales, giving you sharp, reptilian teeth, claws, and a long, thrashing tail. Beyond the physicals given to you by Enhanced Physique, you’re more than twice as strong as the 200 CP level of Enhanced Physique, an untrained - albeit military veteran - scientist having a strength level of 12 tons, though in actual showings falling behind Spider-Man (who is 10 tons but generally shows more strength than other 10 ton level characters). This will make you slightly stronger than if you had taken Spider-Bitten, and unlike most forms of strength enhancement here it does come with a major increase to muscle mass. Your reflexes are noticeably increased over Enhanced Physique, and while you are far from a Wolverine like healing factor, you are able to regenerate limbs, and heal significantly faster than the 200 CP level of Enhanced Physique.

Your scales also provide you with armor which can protect you from penetrating weapons, rendering you immune to small arms fire, and tough even for your strength.

Unlike Curt Connors you do not suffer from a reptilian brain, or loss of intellect in this form. However you also do not gain his ability to command reptiles through pseudo-telepathy, nor the ability to influence humans to transform into other reptilian creatures by his proximity.

That is unless you pay the increased price. If you do, you gain the ability to command non-avian reptiles while in this form, calling them to you or implanting suggestions and courses of action into their mind. You are also able to cause the so-called reptile brain of humans to take over, pushing them to act more and more on their most violent and animalistic instincts, and starting them to change into reptilian creatures like yourself. Their exact strength will depend upon how much anger and resentment they possess bottled up deep inside, and while most will be weaker than this power makes you, the particularly dark and repressed may surpass it by a noticeable margin. Unlike you they

will not keep their minds, becoming little more than humanoid beasts filled with rage. Which you can then control due to their animal natures. This transformation takes time, slowly regressing their mind and reshaping them, and requires close proximity to begin, with the further along the transformation the further away they can be, and being removed from your range will revert them back to normal.

Wings (100 CP/200 CP): You possess a pair of wings which allow you to fly. Due to an understanding about your circumstances and how inconvenient these would be to have all the time you can retract these wings if you want as if changing alt-forms. Your flight is generally slightly faster than you can run, with similarly slightly superior maneuverability.

If taken with Enhanced Physique (at either level) you will become able to fly for much longer - flying no more tiring than walking - and your speed and maneuverability when flying will be greatly enhanced to the point where as an otherwise ordinary human you could fly as fast at highway speeds for long distances, and fly more than a hundred miles an hour when putting on the juice while possessing agility that is notable compared to other flying heroes; putting you roughly equal to Angel.

For 200 CP your wings are capable of releasing particulate matter or ‘dust.’ When inhaled or absorbed through the skin, this dust has hallucinogenic properties altering the perceptions of those who are exposed to it in a chemical fashion. You do not control the exact images seen, but when you take this power you may choose the general nature of the hallucinations such as calming images of teddy bears and unicorns, or something more nightmarish if you choose.

Dragon (200 CP/400 CP): You possess the ability to transform into a traditional European dragon. That is a scaled, reptilian creature with four legs ending in claws, a mouth full of fangs, wings, a tail, a long neck, and the ability to breathe fire. You are roughly human sized and strong enough to throw a (surprised and not properly resisting) person made of rock through a wall, and your fire breath is like possessing a built in flamethrower with its flames lingering and burning even on the surface of inflammable materials - such as stone - for a time.

For the higher price you are a much larger dragon, towering over humans, likely at least 40-ft tall as a quadruped and much longer even discounting your neck and tail length, one claw alone somewhat larger than a human. You could cut a passenger jet in two with a single blow, and are strong enough to match the likes of Colossus or the Thing. Your firebreath likewise has a significantly larger area of effect, and your durability is

increased to where you could take blows from a similarly strong individual, though do be careful of penetrating blows - or someone ramming a metal pole through your skull.

Kinetic Charging (200 CP): Like the mutant Gambit you are able to charge non-living objects you touch with explosive kinetic force, in effect turning any object into a bomb. The larger the object the more explosive force it will possess, and the longer it will take it to charge as well as the more tiring it will be. Charging part of someone's choker might merely pop their head off, and a playing card might create a flash and a bang that wouldn't be lethal to an ordinary human, but charging something larger can get dangerous. Still with just this you'll be tiring out from charging something like a train locomotive.

There are other ways you could learn to use this power. Gambit has left his signature on objects as charged energy, put in a partial charge to keypads to reveal which buttons were pressed most, powered a suit of powered armor by partially charging it, and even charged an object to give an energy absorber enough strength to stop a train though it was exhausting. This will take experience and skill, but similar feats should be doable for you.

Sound-Light Conversion (200): Like the mutant Dazzler you are able to store energy from sound to convert it into light, lasers, or powerful energy blasts. This can even include the UV spectrum, making you particularly potent against vampires. You can't charge or store energy long term, and it will bleed off over time. The normal sounds of a city or fight might allow you to create some flashes of light bright enough to disorient, or weak energy attacks, though by straining yourself you could create more powerful attacks. Truly terrific sounds such as the sound of a hurricane might allow you to create beams of light energy capable of cutting into a tidal wave but this would be extremely straining and tiring, and something like a sonic attack should give you an attack at least somewhat stronger than it. This energy is relatively easily shaped, if you wanted to instead just do things like create light shows.

Vampire (200 CP or more or 600 CP): You possess physical capabilities similar to the 100 CP level of Enhanced Physique. You possess greatly enhanced night vision as well. With Enhanced Physique you're approximately as strong as the 200 CP level like Dracula, or with the 200 CP level you are approximately twice as strong. With Enhanced Physique you will also be able to perform short bursts of super speed such that you could run across a large room in the blink of an eye, though this speed seems to be hard to control and use in a combat situation. You could cover the distance of say a football field fast enough to make people think you're a speedster, but you won't be doing it multiple times in quick succession, or actually fighting like a speedster.

You are far more resistant to damage, able to almost instantly heal the wounds inflicted on you by common bullets. Your regeneration can even allow you to reattach limbs that are removed from you, and perhaps even regrow them completely. In many ways your ability to heal is equal to the Healing Factor below, but it comes with certain limitations. Decapitation will still kill you. Fire can burn you, and holy water eats away at you like acid, holy objects can harm you, at least when wielded by those with faith, and wounds from holy weapons or those of silver not only do not heal but seem to eat away at your being around the wound. Finally you are immolated and burned to dust quickly by sunlight (actually a certain range of the UV spectrum), and wood pushed through your heart - or its proximity - kills you.

You do not age, though pureblood vampires do grow to maturity, you do not breathe, you do not have a heartbeat. You are also sustained by the blood of others, needing to drink it from time to time. When you have bitten someone you gain the power to influence their mind and behavior telepathically, though this influence fades with time - as Storm was beyond it - and can be resisted by strong wills. Normally vampires can turn others with their bite, either by biting and allowing the disease to fester or by draining to the death, and can control whether they infect others, and you will be able to here, but if you wish to maintain this ability to create further vampires in future worlds you must pay 100 CP.

Some vampires show additional abilities. While most vampires in this series were unable to turn into mist, some particularly skilled ones could learn to do so, and Jubilee did so naturally and easily. Others can fly without wings at a speed comparable to walking. Others can take the form of bats, wolves, and/or winged human-bat hybrids. Some ancients could empower other vampires in their places of power by spreading their mystical might about their lair like a terrible miasma making all the vampires in that place or at least those aligned with them stronger and faster. Janus demonstrated the ability to telepathically contact those who had in the past been bitten by a vampire, even one that wasn't him, as well as the ability to sense them from afar. While none in this series demonstrated it commanding wolves, bats, and rats is another vampiric ability. Similarly vampires sometimes possess mesmeric abilities able to influence behavior - though not to the extent of full telepathy - of others, hypnotize them with their gaze, and even alter perceptions to appear as others to mesmerized targets. Finally, it is not unheard of for vampires to possess the power to call and control storms, even directing lightning strikes, though this is a draining effort and generally even in the hands of Dracula weaker than Weather Witch below. You may purchase the ability to command the weather, turn to mist, spreading your power through a layer to empower your fellow vampires (and this will work for other forms of vampires too), or mesmerism for 100 CP each, and flight,

additional forms, commanding the listed animals, or telepathy with bite victims for 50 CP each.

Alternatively for 600 CP total you may gain all of the abilities above, including the ability to sire vampires, and generally increase your vampiric powers. You will no longer be killed by decapitation, but merely disabled until your head is reunited with your body. A stake through your heart will not kill you, it will hurt, and weaken you, preventing you from turning into mist, additional stakes through your chest near your heart will weaken you further, but even with 3 or 4 while you wouldn't be able to stand you could possibly pull them out of yourself. Sunlight will burn you, but it would take perhaps a minute or two to actually dust you. It will take a strong and pure faith to affect you with a holy symbol, and the increased damage from silver is gone merely slowing your enhanced ability to heal (not even completely negating it), though holy weapons will still show increased effect against you they too will not wholly negate your enhanced ability to heal (this just stops them being holy from doing that and won't stop ones that are specifically made to prevent regeneration from doing so). You would be a true challenge to Dracula as the lord of undead.

Regardless of the version purchased, post-jump you may turn off being a vampire like changing an alt-form, though you must wait 1 week to turn it back on.

Adamantium Skeleton (300 CP): Like Wolverine, your (endo)skeleton has been coated in adamantium. This renders your bones nearly completely unbreakable and invulnerable. The process has bonded the metal to you in a way that is almost organic, allowing your bones to still produce marrow and act like bones, and you don't need to worry about adamantium poisoning. As you're paying CP for it you'll be able to heal this adamantium like it was your own bones, though attempts at harvesting it will see it reverting to bone, and it will for all purposes be considered just a natural part of your body.

You also gain an odd mutation in the form of 6 extendable bone claws similar to several inch long blades. You can choose what six bones they extend from but they must be bilaterally symmetrical; you could have 3 on each hand like Wolverine, have two on each hand and one on each foot, or have them come out from under your wrist, your elbows, and your knees; it's up to you. These blades are of course coated in adamantium rendering them capable of cutting through most materials with relative ease - though some things may be too hard or thick for you to cut deeply without superhuman strength such as Thor or the Hulk who receive only minor flesh wounds from slashes from adamantium claws - and can disrupt or pass through some but not all force fields. Armor's can be penetrated with ease, but Juggernaut's will still protect him - but not the

clasps of his armor. Note, though, that each time these claws come out of your body they will be cutting their way out, which not only hurts does mean leaving open wounds in your own body, so you may want some healing or regenerative ability with this.

Finally these bones will render you noticeably heavier, though, which may slow you down but strength at least on the level of the 200 CP version of Enhanced Physique can negate this.

Inorganic Body (300 CP or more): You are able to transform your body into a mundane, non-radioactive, common solid material, like Colossus turns his body into metal, or Emma Frost turns hers into diamond. In this form you possess superhuman strength similar to the 200 CP level of Enhanced Physique (between the 1 to 5 tons level in Marvel parlance based on your existing physique and build), and vastly increased durability such that you could compare favorably to a tank. This form also greatly increases your stamina as you produce substantially less fatigue toxins, and no longer need to breathe while in this form. You must choose a material suitable for the level you purchase this at (i.e. no diamond without a durability upgrade, no wood if you're purchasing the durability upgrade, can probably manage a generic living steel for any), and you may choose wood or another organic but non-fleshy (or necessarily alive) material such as bone or resin.

Each upgrade is purchased independently.

> **Shedding -** For an additional 100 CP you are not limited to a single inorganic form, but may shed your outer layer of skin to change yourself into various mundane, non-radioactive, common solid materials - including fleshy ones. You do require knowledge of the material, though you may change without actively controlling your result which may result in patchwork forms. With skill you may be able to willingly create patchwork forms, or change forms in quick succession though this will be tiring and straining (despite any lack of need to eat or fatigue toxins). You will be limited to your purchased strength and durability levels for materials.
>
> **Diamond Durability -** For an additional 200 CP like Emma Frost your durability vastly outpaces your physical strength. You could take blows from Colossus unharmed, and the Hulk at his angriest where he could casually break the arms of Colossus would find it easier to remove you from the battle than break you - though he probably could do the latter - and receive blasts from a Mr. Sinister hijacked Dreaming Celestial and merely have your arm broken - cleanly - off.

You're not adamantium or uru but you're one of the most durable things short of it. This also makes your form self-sustaining removing your need to eat or drink while in it, and further increasing your stamina in this form.

Enhanced Power - For an additional 200 CP, discounted with Diamond Durability, you gain greatly increased strength and durability. In your transformed state you are now, assuming a similar level of non-transformed fitness, a match for Colossus, able to match the Thing or some versions of She-Hulk in raw tests of strength, throw giant robots, throw a non-resisting Hulk far distances, and prove a sparring partner for the higher class of heavy hitters though you're clearly out classed by the likes of Juggernaut or Gladiator much less Thor and the Hulk. Like Colossus your durability and resistance is more impressive than your strength, allowing you to take blows from those heavy hitters though at full power they will put you down relatively quickly, resist heavy weapons, explosions, extreme temperatures, and more.

Telepathic Firewall - For an additional 200 CP you possess a telepathic firewall which prevents any mind to mind contact in or out, protecting you from any external mental influence, though also preventing you from extending yours outwards. Even the most powerful telepathic forces in this world cannot penetrate this - at least up to the scale of Celestials.

King of the Sea (300 CP, requires the 100 CP level of Enhanced Physique): You are an amphibious lifeform, able to breathe water and air with equal ease, surviving in fresh or saltwater, and adapted to hear, see, and function above and below water with no difficulty. Though you perform better in the water to be honest. Your strength is substantially beyond that of Enhanced Physique. Like Namor, above water you possess great strength enough to contend with the Thing or Colossus, destroy (or support) large buildings, throw robots, tear apart tanks barehanded, and generally make a nuisance of yourself, though this strength will reduce the longer you are out of water and arid conditions or drying heat can quickly reduce you to merely the strength of Spider-Bitten or even below that strength. In the water you are significantly stronger, able to dominate the like of Colossus or the Thing, and even overcome weaker Hulks such as She-Hulk or the Red Hulk, though this will be a difficult battle and likely require superior skill and utilizing your superior maneuverability and speed. Your durability is similar, though heavy ship-based artillery and missiles can seriously hurt you above water, below water you could take hits from the Hulk though this is primarily resistance to blunt force trauma so be careful of pointy things. You will also find that submerging beneath the water helps to restore and sustain your stamina, and speed your recuperation from wounds and

injuries. You are able to swim at speeds comparable to cars on the highway, and possess the ability to fly at similar speeds. As a final benefit you can exert influence on creatures of the sea; not all will obey your commands, but you can make most heed your telepathic commands.

Taken with the 200 CP level of Enhanced Physique you will see an enhancement to your agility, stamina, and healing outside of the water, though inside of the water you will see no enhancement (and already be significantly above that level). You will, however, still gain the enhanced senses.

Psionic Armor (300): You possess the ability to manifest a psychic forcefield in the shape of red-tinted armor. This armor grants you enhanced strength, capable of lifting and tilting over small tanks, and of a similar scale to Spider-Bitten though it will not benefit from your own physique. As armor it is capable of withstanding explosions or terminal velocity falls unharmed and can block out gasses. It cannot however block most lasers, or adamantium and similar materials which cut cleanly through it. With greater effort, willpower, and emotion the armor can be expanded to cover others as well as possess greater strength and power - enough to withstand larger explosions, or effectively become a giant mech made of psychic force. Maintaining this armor is draining, however, and the psychic force can be expended forcing you to allow it to replenish, and increasing its size and power increases this drain substantially.

Spider-Bitten (300 CP, requires the 100 CP level of Enhanced Physique): You possess the proportionate strength of a spider, placing you substantially stronger than the 200 CP level of Enhance Physique. This seems to default to the 10 ton level, but not only does the main character with this power occasionally show much greater strength, most are not particularly physically fit without this power, so your strength may be somewhat greater still if you are physically well-trained. Your agility and combat speed is likewise substantially superhuman, such that even an untrained individual could perform feats of acrobatics which put even enhanced human masters like Captain America or Daredevil to shame, and coupled with the new ‘spider-sense’ you possess which warns you of danger on a precognitive level allowing you to dodge attacks before they are made you could weave and dodge your way around an entire team of X-Men, including Cyclops with his augmented aiming. You are also able to cling to surfaces with your hands and feet, and even walk on vertical surfaces or the underside of horizontal ones, though this is easier with hands and feet both in contact than just feet. Finally your recuperation and stamina are also equal to the 200 CP level of Enhanced Physique.

If taken with the 200 CP level of Enhanced Physique you will only gain the enhancement to your senses - as everything else is already included here, mostly at a superior level.

Telepath (300 CP/1000 CP): For the lower price you have telepathy as shown by Emma Frost in X-Men Vol 3 #1 through #11. That is the ability to read individual minds, and follow surface thoughts deeper, perhaps even forcibly probe thoughts with effort, as well as communicate telepathically with others. You do not possess the ability to read multiple minds at once, or truly alter the minds of others though you may push a certain sensation or emotion; don't expect to be disabling a psychic network through pushing pain into someone's mind unless you're using an amplifying device like Cerebro.

For the higher price you are a telepath potentially equal to Emma Frost's or Professor Xavier's normal showings, putting you among the class of the characters commonly defined as Omega level telepaths. You are capable of manipulating the minds of multiple targets at once, knocking people out telepathically, modifying or deleting memories, and generally turning someone else's mind into your personal plaything. This does not, however, come with Emma's or Xavier's skill in the use of their telepathy, and you will have to learn and work to these feats.

Healing Factor (400 CP): You possess an impressive healing factor, one to rival Wolverine's own. You can heal full body burns within minutes to an hour, wounds from bullets fast enough to be seen healing them, and you could even regenerate damage to your brain. Your healing factor is even enough to kill alien parasites that would otherwise convert your body into one of their species, fight off supernatural diseases such as vampirism after you have become a vampire and cure yourself of it, and similar converting forces and supernatural maladies. It will likewise cleanse your body of poisons, making it next to impossible for you to get drunk, but also helping you to deal with human lethal doses. You can put on a good show of being unkillable, but you aren't quite. You can suffocate, if you were decapitated you would do so before you could regenerate your body (though your head could reattach significantly quicker), being reduced to bones and nothing more would kill you, and it is possible for things to suppress this healing factor - nanites do so here, and there is a sword forged from a soul floating around capable of it.

Taken with Vampire this would not cure your vampirism, but would be able to heal wounds from silver or holy weapons unimpeded, and allow you to survive sunlight unburnt. Your ability to heal from wounds not related to your vulnerabilities would be substantially boosted, however, and if they decapitate you it might be possible for you to

grow a new body if nothing was done to prevent it, though you'd be out of commission until then, it'd be slow at best, and it'd be far from certain that you could.

Optic Blast (400 CP): Like Cyclops, your eyes serve as a gateway to another dimension, one full of a massive well of power and energy. By opening this gateway you are able to release a beam of kinetic force which is accompanied by light of a color of your choice. This is not a laser, and it's not heat, it's just pure concussive force battering through anything in your way. Well most anything. Juggernaut's forcefield can block it, as can Mjolnir and Cap's Shield, and the likes of Thor and the Hulk can push through it to move forward despite it, so it does have limits, but it's enough to casually blast a person's bones clean, or completely destroy human bodies, and with more effort and strain hurt Thor or the Hulk, and at full power it can blast apart the strongest sentinels that Tony Stark can build, blast through Apocalypse's Celestial made battle armor and blow large holes through a Celestial monitoring ship, tear through mountains and the landscape, and in some alternate universes less restrained versions of Cyclops have even destroyed parts of Wolverine's skeleton though that was when his eye - and the gateway of the energy - was being cut out of him. Unlike Cyclops you can control it without need for a visor, and can, with time, learn to fine-tune the exact amount released like he does via his visor. Also unlike Cyclops you can choose the color of the beam, though this is a 1 time choice.

Like Cyclops, though, this gives you an intuitive skill with angles and enhanced spatial awareness and reasoning. You're a killer at pool, and given your control over your power you can bank shots off of objects causing the beam to bounce like Cyclops is able to.

You are immune to the effects of your own beam, and while the strain of using it may exhaust your ability for a time, the extra-dimensional source contains potentially infinite energy, even if the task of channeling may temporarily drain your ability to do so. The beam does weaken somewhat with distance as it widens and spreads out, so while you might be able to dig a tunnel through a mountain, eventually it'd lose coherence and thus enough power to blast apart stone, but hitting hair thin targets at close ranges and hitting targets hard at thousands of feet is doable.

Teleportation (400 CP/600 CP): You are able to magically teleport yourself, and others who are restrained or not resisting, vast distances or even between dimensions you are familiar with. This takes a process of several seconds, and you are limited to small or medium sized groups - maybe a few dozen people though the further the journey or more people you are transporting the harder it becomes.

For the higher price you now teleport by opening mystical portals. Not only can you now teleport intergalactic distances, and more easily between different dimensions, but you can open these portals much more quickly. It's easiest to open a portal beneath yourself, but you do not have to though the further away and larger the portal the more difficult it is to open, and can catch unsuspecting enemies, or even use the portals to teleport incoming attacks. You do have to teleport all of something and if the portal closes with it only part way through it will remain unteleported. You are able to open multiple portals at once, and could potentially with time and training open dozens of individual human sized portals simultaneously.

Cyrokinesis (500 CP/600 CP): You possess the ability to lower your body temperature substantially below freezing point, reducing it to significantly sub-zero temperatures in a fraction of a second and to transform your body partially or completely into ice while maintaining your ability to move and function normally.

Beyond this you are able to create ice. It is easiest to manifest it from your hands, but you do not have to do so, simply making ice form from the air around you. You could quickly freeze a large building, and are powerful enough to affect a whole city at once with effort and strain. You may even use your ability to create ice to increase your body mass to a limited extent or repair damage to your body, though this is more tiring and difficult than simply creating ice. Arid conditions make creating ice significantly more difficult and straining, though even the driest desert on Earth is not too arid for you to use this power - it will not, however, function in a vacuum.

For an additional 100 CP (600 CP total) you have been blessed and sanctified by a priest, making your ice form holy water. This won't apply to other ice you create, but your body will have the normal effects of holy water making it burn vampires, and other unholy creatures, and offering some level of protection against unholy corruption. While more powerful ones may not suffer too much from such effects, you will find that it continues to be effective against vampires, demons, and other unholy forces in future jumps, even those who would not normally be burned by Christian holy water (though they may still be too powerful for it to have much of an effect on).

Light of the North (600 CP): You are able to fly with no wings, and nothing but your own superpower. But that's not the reason for the points. You're fast. Like you're really fast. As in you could, in the middle of a fight, move through a room full of vampires and X-Men, ripping necklaces off of them, before anyone could notice or react. That is, of course, not your absolute limit, but what you could do - if trained - in combat and going from a standstill. You are theoretically able to accelerate continuously up to 99% of

lightspeed, though while your power does come with the necessary secondary superpower to protect you from the effects of high speed movement it begins to taper out at somewhere past Mach 10, meaning that barring other powers you would suffocate at much lower speeds, and then burn up in a mass of hot plasma, not to mention the sheer destruction you'd cause from relativistic effects on the atmosphere.

If you and another both purchase this power you will obtain an additional benefit as when you are in contact with each other you will be able to generate light as bright as a lighthouse's beacon.

Technokinesis (600 CP): You possess the ability to control and operate machines at a distance through purely psychic means, interfacing with machinery through your mind. Not only can you turn them on or off, and control their designated functions, but you are also able to telekinetically manipulate them making them move - such as taking nanomachinery spread throughout a creature and using it to telekinetically squish them - or even causing machines to disassemble themselves or assemble from parts. This gives you some intuitive ability with engineering and design, able to somewhat recognize the functions of machinery and easily remember technological design specs when under pressure.

Weather Witch (600 CP): You possess a mystical attunement with the climate and weather. This allows you to sense the flow of weather, and energy through nature, giving you an impeccable awareness of air currents, temperature, humidity, and the weather around you, as well as the general well-being of the natural system which creates and maintains the weather, and unnatural disruptions to it - such as being able to identify the presence of a field of dark magic which controls the weather. You are also capable of control of the weather. From carrying yourself or others aloft with wind, calling and directing bolts of lightning, creating icy gusts and snow (though this is harder in warmer temperatures), or on a larger scale create or disperse category 5 hurricanes, or storms over the Balkans which can be felt on uncharted islands near India. Even the 'weather' of outer space can be controlled, though your range won't be affecting it from the surface of the Earth, allowing you to influence stellar winds and simulate cosmic storms, and potentially magical weather though that may resist you and prove difficult to control.

Golem (800 CP): Your body is made of stone, as if with the Inorganic Form power above, and in fact by purchasing this you get that power for free though you are locked to choosing stone, along with a discount on Diamond Durability and Enhanced Strength.

You possess several advantages, however. First your strength and durability are enhanced. While you're not as strong as Enhanced Strength would make you, and while you are substantially weaker, your strength remains significant. You may be in what Marvel would call the 75 tons class. You're strong enough you could punch out a large robot, or possibly topple a small kaiju. Your durability is likewise substantial, though less than Enhanced Strength's by a significant margin.

Second you are able to launch rocks from your body as projectiles, shooting them towards enemies. You won't be able to control them once they are launched from you, but this is a powerful, ranged attack, and you may incorporate stone around you to replace what you launched.

Finally, if you should happen to be destroyed in this form, it is possible for you to reconstitute yourself from your shattered form and the surrounding stone. This will be difficult - almost impossible - at first, and you may need assistance, but it will get easier as you perform it repeatedly. If you regather yourself this way, you will lose the ability to revert to flesh and blood, becoming locked as stone until the end of the current jump. However you may learn to be able to explode your entire body, launching it in all directions and then quickly and easily reconstitute yourself, or if you body is completely destroyed, rebuild yourself from stone that is in the area of your destruction and was never you to begin with. It is likely that you have become an entity of psychic force which no longer has a body, but the psychokinetic ability to craft one from stone and possess it, and physical destruction is no longer meaningful to you as long as there is stone for you to possess within the range of your psychic might.

Mastery of Magnetism (1000 CP): You possess a vast and powerful mastery over magnetic force. You are capable of levitating yourself or others through magnetism, and creating magnetic force fields, as well as manipulating the Earth's electromagnetic field, or moving and manipulating ferrous materials from ranges exceeding the size of the Earth - though awareness of objects may limit you. You could move skyscrapers with your power, reshape them, destroy armies of robots, pull satellites out of orbit, and more. In short you possess a mastery of magnetism to make you the equal of Magneto himself in potential if not in skill or realized capability.

Items:

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

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

Stakes (50 CP): This is a set of 2 wooden stakes, or daggers. They're harder than they should be, almost as hard as steel, and sharpened to points with a tip measured in nanometers making them good at getting through 'stab proof' vests. If broken or lost they'll be replaced quickly.

Private Hospital (150 CP): This is a small hospital. It is fully staffed with a follower staff and their salaries and the other basic costs of operation are provided for. By default it works primarily as charity cases, but you are recognized as the head of the hospital's board, and source of its private donations and if you desire you could charge administrative fees, or even exorbitant prices for its services, or skim a bit of blood off the top of its supplies

Post-jump this may insert into new settings or attach to your warehouse or another personal dimension as an add-on.

Drop-In Items

Katana (50): This is a Japanese style katana made of fine steel folded many times over and able to cleanly and easily slice through a human body in the hands of a proficient user even without superhuman strength. If broken, damaged, or lost it will be repaired/replaced quickly.

Holsters and Pouches (200): This is a bandoleer, belt of pouches, back scabbard, and twin hip holsters. They can hold several times more weapons and ammunition than they should be able to, able to hold multiple weapons each, and they could even hold a man portable Gatling gun… somehow. You'll always pull out the weapon or ammo you meant to from them, and if you attempt to empty them can do so at greatly accelerated speeds as if they just start spilling forth their contents. They're not infinite in size, and nothing larger than made to be used by a human will fit, and each compartment will only hold several times what it should - like somehow holstering 4 or 5 pistols into one holster.

Web-Shooters (400): This is a pair of bracelets which serve as a replica of Spider-Man's famous web shooters. They come with a supply of web fluid, 1 full container per web shooter, resupplying daily, though if you have scientific skills equivalent to Heroic Skills or I'm Dumbing This Down for You Naturally, you can also make more for yourself with the right ingredients.

Storage Dimension (600): This is a large void-like dimension. Gravity seems to be mainly based on perception, and the dimension is miles in any direction before eventually looping around on itself. You may store things - but not living creatures - inside of this dimension to carry them to future jump as if it was your warehouse. You get a large ring which you can use to transport something to this dimension with a few moments of contact and concentration. It can even be used to bring itself - and hopefully yourself - into this dimension, from which it can be used to return things from this dimension to wherever you last entered it from.

Champion Items

Costume (50): This is a superhero (or villain) costume, the sort of outfit that really stands out. And like a proper costume it doesn't interfere with your powers. Should you change your shape it changes with you. Should you be able to cover yourself with ice as armor or turn into magma it can withstand the cold or heat unharmed and without hindering your ability to do so in any way.

X-Plane (200): This is a small, unarmed jet aircraft, designed to seat 2 or maybe 3 individuals, though with ample elbow room and space for them. It is capable of military speeds, and at least some degree of stealth capabilities. It will repair, maintain, and refuel itself when not in use, and will be replaced within a week when it's inevitably destroyed.

P.R. Firm (400): Well you don't own it necessarily but this public relations firm is now working on your public image around the clock. They'll even fund advertisements and media campaigns to make you look good. They are highly competent, and possess resources as if they were one of the largest firms on the American west coast, though you are merely treated as their most important and largest customer, not their only customer.

The firm will insert into future jumps, or have the account taken over by an equivalent firm native to the jump.

Cerebro (600): This is a large computerized console-desk, attached chair, and helmet. It is designed to be used by a mutant telepath, allowing it to project the location of every active mutant signature across potentially the entire world though it does work better for a smaller area such as the US. Yours has been modified to detect vampires as well, and it would be possible to detect other mutations of humanity such as Atlanteans, other forms of anomalous powers, or even just a specific genotype if you possess the necessary scientific skills, though something like the genes for blonde hair or O^- negative blood will leave less of a psychic signature than the likes of a mutant power.

Normally this would require a telepath to use it, but yours will function without one, though it will be easier to miss individuals when used without one. Of course, Cerebro is also a tool for telepathic augmentation; it can increase the range of telepathic powers and help a user focus them at a distance. As you're paying CP for this this isn't limited to mutant telepathy, but any form of psychic power.

Hunter Items

Crossbow (50): This is a medieval seeming crossbow. It's easy to pull back its string and load, despite launching its projectiles with surprisingly heavy force - enough to drive a piece of pointed wood through a human's chest at a decent distance. Admittedly that might be due to its ammunition. It comes with a set of wooden bolts to use with it, each one sharpened to a microscopic point - for the sake of penetrating body armor - and with a hardness and penetrative power more like steel than wood. These bolts replenish themselves over time so that while it might be possible for you to run out in a fight if it was long and you were firing fast, you won't run out for much longer than that.

UV Gun (200): It might be more accurate to call this a flashlight than a gun. Still it's shaped like a gun, complete with a rifle like grip and trigger. However instead of a barrel, it possesses a flashlight with a high powered light. This flashlight projects light that mimics the spectrum of the sun including into the ultraviolet and the UV rays that are damaging to vampires, and since you're paying CP for this it will count as sunlight against those creatures vulnerable to sunlight in other worlds even if artificial UV light normally would not.

The batteries will recharge when it is not in use, and the bulb will replace itself soon after burning out.

Blood Serum (400): This is a serum made from the blood of a mutant with a serious healing factor. The canon version was able to curb the mental influence of Jubilee's vampirism, but since you're paying CP for it, it can work for other forms of transformations supernatural and otherwise. While it can't cure a transformation as powerful as vampirism, at least not once it has fully set in or with a normal dose even before that, it will massively reduce the influence on the mind and behavior from such transformations as well as mitigating its other effects - reducing weaknesses and strengths. It also grants the recipient a minor healing factor of their own, enough to heal in hours what would normally take days or even a week, and boost their immune system enough to act as a panacea for mundane diseases, curing them with a few hours' dose, and while it won't cure a supernatural virus as powerful as vampirism which has fully set in, it can help fight off or potentially cure weaker supernatural diseases.

You get enough doses to keep someone dosed up for a week, and they will replenish if used at a rate to keep someone dosed up for 30 hours every day.

Adamantium Odachi (600): Well it doesn't have to be an odachi, but a katana is traditional. This can, however, be any non-powered, bladed, melee weapon. It is made from adamantium, rendering it nearly unbreakable and all but impossible to damage. This also means that its almost unbelievable sharp edge will never dull and that it can cut through most materials like they were nothing; hard and thick enough metal, or the flesh of the likes of the Hulk and Thor may be enough to reduce this to mere shallow cuts, and powerful enough magic, or other adamantium may resist completely. Of course adamantium is particularly good at penetrating some energy fields and force fields, especially psychic-based ones, though some may resist.

Schemer Items

Costume Jewelry (50): This is a gaudy piece of costume jewelry in the form of a goldish colored necklace with a large, red, obviously fake gem about the size of a palm. This amulet uses science to bend certain portions of the UV spectrum specifically those damaging to vampires, protecting the wearer from the effects of the sun's light. It will work for other forms of vampires - even those who are only vulnerable to sunlight for mystic reasons and unaffected by things that merely possess its same spectra - or those weak to sunlight or UV light in general.

Also protects against sunburn, tans, and UV induced skin cancer.

Vault of the Law (200): This is a box which, when shut, can only be opened by you or someone descended from you or whom you are descended from. While it is shut the contents cannot be removed or tampered with from afar, as if it were a sealed dimension. At the very least it's guaranteed against anything that the X-Men or their allies would be able to acquire. The box might be able to be broken, but it could withstand the fury of Namor underwater.

Since you're paying CP for this you can even choose how big this box is up to the size of a wardrobe.

Sect (400): Well maybe this isn't a full sect. It's hard to say how large those really are. It's definitely not up there with the Claw or Krieger sects, but it is your very own band of vampires who recognize you as their leader. You have around 120 vampires and they are loyal to you, although not suicidally so. You can even choose their specialization and role; maybe they're warriors like the Claw and Krieger Sects, all beautiful seductresses like the Siren sect, modern businessmen like the Mystikos sect, or even vampire amish like the Anchorites.

Losses to their numbers will not be replenished till the start of the next jump, though, they may convert natives to vampires to refill your ranks such recruits are not guaranteed loyal to you, and you may not take more than the base number with you to the next jump as part of this sect (if you have other ways to drag massive numbers behind you feel free), nor can this be used as a backdoor to recruit major named characters.

Private Island (600): Maybe you want your very own you-topia. Or maybe you just miss Atlantis. This is a small island, perhaps a few square miles in total. The entire island, and even the air around it is made from magic, and this magic recognizes you as its master making the region more responsive to your abilities to control or manipulate it - such as

any weather or geokinetic powers you possess - while resisting those of others; it's not necessarily impossible but even an omega class mutant like Storm would have trouble controlling the weather of this island, only able to make it come out in bursts of power robbing her of most of her finesse and making a few lightning bolts difficult for her.

It is also possible to use this nature to create a powerful ward against teleportation and long range scanning technology - hiding the island from the world - such that the like of Cerebro could only find it by noticing an area they could not view at all, and that even powerful mutant teleporters like Magik could not enter it through this ward. However such a ward must be maintained. Normally this would be by vampire mystics in a trance-like meditation, but yours merely has a magical circle which is fueled by the draining of blood from living humans. Thankfully it has apparatuses to restrain them and keep them alive while being slowly drained, and which could be used to feed vampire mystics instead of this ward. Though if you had means to ward it yourself and desire something that is less murderous to humans, the magic of the island would make it extremely responsive to your attempts.

You may choose to merge any properties smaller than this island's base size into it, expanding the island to include them. If you do not wish to have this island appear in a jump you may have it exist merely as a warehouse add-on.

Scientist Items

Lab Coat and Surgical Mask (50): This lab coat seems to be particularly repellent to grime and dirt, and uncleanliness. In all but the most extreme situations none will stick to this coat, and even in those situations it will soon clean itself. It even seems to help keep the rest of you clean as if its repulsive property spread out slightly around it.

The surgical mask will protect you from any airborne illness, bacteria, parasite, virus, or infection when worn. Poison gas can still get through, and something large enough to cut its way through still could, but you won't be catching something by breathing it in while wearing this mask, even biologically engineered magical viruses.

Medical Lab (200): This is a large medical lab complex. It possesses what passes for cutting edge research equipment - by the standards of Marvel's Earth - and will be kept periodically stocked for medical research, with the sort of quality and quantity of supplies one might expect the X-Men or a vampire sect to provide it with; somethings may be too rare or expensive to get, and supplies aren't limitless, but it is well supplied. It also possesses its own emergency generator, and quarantine procedures which lock it down into a rather impressive bunker. And this being a medical lab from a comic book it's got some pretty decent containment cells. Assuming nothing gets sabotaged it should be able to easily contain a vampire, and the quarantine lockdown would make it hard for even sabotage to release one. It doesn't come with a staff, however.

Factor Suppressants (400): This syringe contains a collection of nanomachines which injected into a body can suppress the individual's heightened ability to heal - such as a healing factor or regeneration. They could shut down Wolverine's healing factor completely leaving him healing like a normal human, for example. Since you're paying CP they're not limited to mutant healing factors, but can shut down any form of accelerated healing or regeneration whether biological, supernatural, or something else. They do have only so long of an active life - say about a week in somebody with a healing factor as powerful as Wolverine's - a more powerful healing factor or a larger subject might burn through them faster and the reverse is true. You'll know when it happens because the syringe will refill when it does, though if you need them again faster you get a remote which can self-destruct them at which point the syringe will refill a short time after the self-destruct. The remote can also be used to deactivate the nanites or reactivate them.

Telepathic Virus (600): To turn Jubilee the vampires created virulized telepathy, which instilled in the infected a desire to offer themselves up to vampires and see them as their masters through use of vampires' ability to influence minds. This is not that virus.

It is however a similar one. This is a virus which induces in the infected a receptiveness to your own telepathic powers, if you have any, working as a beacon to extend the range of your telepathic influence over them or simply make them receptive to generalized telepathic influence given out to all those infected at any range, and make them much more receptive to your telepathic influence such that your average hero would be no more able to muster their will to resist than than an average person - though particularly strong willed heroes might be problems still. This works on psychic telepathy, mind influencing magic, or any form of direct influence over the minds of others you may possess. Even if you do not have telepathic powers, the infected will find themselves wanting to please and serve you.

You get a single sample of this virus, and if it is lost to you you don't get one until the start of the next jump so try not to let the strain die out. Also this virus isn't the most contagious. As it is now this virus can only spread through direct contact with diseased blood, and even then needing contact with soft tissue and not the epidermal. So unless people start bleeding into each other's eyes or mouths or wounds it won't be spreading too far. But maybe you could improve it.

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 feel one or more companions needs somewhat more CP you may pay the price to import them a second time to increase their CP by 200 CP (to 800 CP). This follows the same pricing scheme for multiple companions as the base import, and can only be done twice per companion, and each time must be done separately; meaning that if you want to import a companion 3 times you will be paying 150 CP (50 CP 3 times) not 100 CP for importing 3 companions.

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

Canon Companion (Varies): For every 50 CP you pay you may recruit 1 canon character no more powerful than Namor or Emma Frost. Characters on the level of the likes of Professor Xavier, Magneto, the Hulk, Apocalypse, Dr Strange, Thor, or a Herald of Galactus cost 100 CP, and those on the level of the likes of Mephisto, Dormammu, Odin, Galactus, and the like cost 200 CP, and those who stand above them cost 400 CP. Characters - such as the Hulk, Dr. Strong, or a Herald of Galactus - who are not strongly connected or related to vampires, the X-Men, or Namor have their cost doubled.

If you are a vampire you may pay double the normal price (triple total if they're not X/Vampire related) to have a vampire version of a normally non-vampire character - either from an alternate universe, who you have recently vampirized as a non-drop-in, or who you will be given a golden opportunity to vampirize soon. This transformation will render them loyal to you much as Jubilee was willing - even eager - to serve Zarus.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Earth 616J (Toggle): Been to the Marvel multiverse before? Well you can have this be a continuation of your time there, at least if it took place before the events of X-Men Curse of the Mutants. If things weren't in a reality other than the 'main one' - such as the MCU, the Zombie Universe, Marvel Noir, or the like - you'll probably not be seeing any changes unless you go hopping around like some sort of exile. Still for jumps in the main universe you might see some small - or big - changes. Though any events happening after your insertion time, will of course not have happened, and you'll find that no matter how you changed things there's about to be an all-out war between mutants and vampires.

Short Stay (Toggle): From the Death of Dracula to X-Men (vol 3) #11, i.e. the prologue to the epilogue, was just under a year of publication. So if you want you can limit your stay in the Marvel universe to… Well I'd say 1 year, but given how timey wimey that is in Marvel, we'll instead set the earliest end to the end of the Fear Itself event which begins a little under a year of publication after the Death of Dracula and runs for a few months past the 1 year mark in publication.

Age of X (+100 CP): The Age of X event should happen during your time here, but it's a different reality number and reality insurance would mean you don't have to deal with it. Now, when the event would normally happen, you'll find your past in this world overwritten to place you into this alternate timeline, and not in a pleasant situation. And it won't play out like in canon, as unless you take a direct hand in things normal reality will not be reinstated. And before you try and hide out in this alternate universe to dodge dangers like Fear Itself, or other major events with a longer stay, you'll find threats of the same scale happening here… just with less heroes to stop them.

Bloodthirst (+100 CP): How much vampires need to drink blood vs simply desire it seems to vary wildly, and some don't even seem to do the latter, but now whether you're a vampire or not you do. You must regularly imbibe significant quantities of human blood. If you do not you will find yourself weakening, and losing all control over your growing thirst for blood until you attack whoever you may possibly obtain blood from in a frenzy of hunger. You don't have to drink straight from the source, and well stored and kept blood such as from a blood bank can work, but even when you're well fed, you will feel a constant urge to drink blood straight from the warm tap though with a strong

enough motivation this can be resisted, though will power perks will have limited effectiveness against this.

Calling (+100 CP): Vampires are real. They exist. And they are your calling. You will kill them, and you will kill them all. After all, the only good vampire is a dead vampire. You'll make an exception for yourself, or for companions who you imported and who took the Vampire power, and it might be possible for a vampire to convince you not to kill them, but expect that to take them beating your ass when you are trying your best to slay them.

Difficult Trying to be Nice (+100 CP): You're perpetually angry to the point that it's difficult to control, especially without help and understanding from those around you. When you have it under control you'll still be sort of bitchy and short tempered, but you can expect to snap from time to time and while you'll not be doing anything like one of the Hulk's fits, you will be having angry outbursts.

Disco is Undead (+100 CP): And that means it can never die. You seem to have fully embraced the disco lifestyle and style, looking like something straight out of the heights of the disco craze, and with an unfortunate tendency to listen and dance to it - and try to get other people to too. Even Alison Blair, Dazzler, will find your obsession with disco dated and somewhat cringe inducing.

Everybody's Father (+100 CP): You find yourself trying to take the role of father figure for anyone around you that's younger than around 22 years old. You just can't help yourself from sticking your nose into their lives, and trying to guide them for their own good, or getting yourself too attached to them for your own good.

Kinda Famous (+100 CP): You are known in your general behaviors and powers. This includes the general nature of your out of jump powers and abilities, as well as the type of activities and behavior you have performed in the past - expect to have your morality judged. Unless you're a drop-in this means that you've had past encounters and behavior in this world which has had minimal changes to the world as a whole, but has tipped the hand to your nature and powers.

Melodramatic (+100 CP): You don't know how to talk to normal people, or even really normally. Everything has to be a quip, a joke, a threat, a larger than life statement… the sort of thing superheroes say. You don't know how to turn it off and managing to approximate normal everyday conversations will be a trial. Expect communication errors to abound, and to say things that set people off when your actual intentions and beliefs were less harshly oppositional than the thing that came out of your mouth.

No Spoilers (+100 CP): Reading ahead just isn't fair. One shouldn't spoil future issues. You have forgotten any knowledge you have of future events in this world. If you're a precog you can still use that power, but you won't be entering with such knowledge, and any media you possess which would depict it just doesn't - that comic book collection might be looking awfully blank. This also causes you to forget any metaknowledge you have of the Marvel universe beyond what would be commonly available public knowledge in world - you might know Wolverine has a healing factor and a reputation for extreme violence, but you don't know he and Scott Summers have a love rivalry or even vampires exist. If you imported a past with the Marvel universe via Earth 616J above you can keep those memories… as long as they're not about future events. No spoilers.

Superheroes Doing Superhero Things (+100 CP): You will find a significant portion of your time here spent dealing with street crime, bank robbing clowns, and old-school superhero antics. These aren't sweeping plots, or things related to your goals, but simply having to deal with this random new super powered being who is doing something you don't like or taking issue with things you do, zany aliens, and other adventures more appropriate to the Silver Age of comic books than the Modern one. You'll still have to deal with all the modern age stuff you otherwise would have to, this just ensures you'll have to deal with some curveballs too.

Tunnel Vision (+100 CP): You have a goal that is larger than yourself, and you will go to great lengths for that goal. It can even be a noble goal, such as protecting your people, but you would sacrifice your closest friends to become vampires, betray your father, or just generally act like Namor to reach that goal and you will be blind to any other path than yours. And you are horrible at noticing the side effects of your single-minded devotion to this goal.

Walking Around In a Fog (+100 CP): And for you it's not because of some Wolverine blood keeping your vampirism at bay. You feel as if you're drugged or half-awake at all times, and your emotions, senses, and mind are less sharp because of it. The adrenaline of combat seems to clear this fog a bit, meaning it's not as bad when you're in clear and present danger, but you'll not be at 100% even then and you'll be going through your days only half there.

Apocalypse vs Jumper (+200 CP): Apocalypse has awakened once more, restored to full might and power, and he has decided that there you must be put to the test to see if you can survive. He will turn his full attention to killing you by any means that he has available to himself, and his ability to manage to be revived again and again however you kill him has been massively increased. In addition the old clan of his blood descendants

once wiped out in the late 19th century after Dracula turned them in revenge for Apocalypse murdering him in his original human life have somehow returned as vampires each possessing Apocalypse's mutant power to some greater or lesser extent. If you manage to survive this 'test,' Apocalypse will be willing to join you in your journeys to test other worlds and ensure that the survival of the fittest applies across the omniverse.

Beyond You (+200 CP): You are incapable of using magic, psychic, occult, or mystical forces or fully comprehending their workings. Any items you bring with you from out of jump - or purchase here - based on these same forces are unavailable to you during the jump.

Dead in the Pool (+200 CP): You seem to be suffering from inoperable brain tumors. And they're heavily influencing your thoughts and behavior. You've become much stupider, and more erratic in your behavior and actions. Your moods swing wildly, your behavior has become excessively comic, your survival instincts have taken the sort of nosedive to take being shot in the leg as a means of flirtation and flattery, and you seem mostly incapable of making sensible or reasonable decisions. You will make mistakes, and you will make them a lot. Given sufficient plot armor and a strong enough healing factor you can probably survive.

Ego Stroked (+200 CP): My gods, your arrogance is astounding. You are right. You know that. You are always right. You do not need the help of others. You are meant to stand over them and rule. Maybe as a benevolent dictator like Emma Frost, Cyclops, or Namor, but you are supreme. You have the sort of ego to make Doctor Nemesis or Emma Frost seem humble. The sort of sheer arrogance such that even Doom would deign to bow to someone able to slap sense into you.

Marvelous Racism (+200 CP): Only thing worse than a mutant is a vampire. Several groups are shown which have spent decades - even centuries - in the shadows, working to protect and watch over humanity, and still… the only good vamp is a dead vamp. Whether you're a mutant, or a vampire, or something else, you'll find that somehow you have to deal with a world that is prejudiced against you, and where you will have to prove yourself to everyone on a person by person basis before they accept that even if you're a filthy jumper you're one of the good ones. Not everyone will be trying to murder you for this, just everyone will find something about you that is different from them and makes them distrust you. This effect includes your followers, but your companions, Professor Xavier, Dracula, and either Zarus or Cyclops are exempt.

Nosferatu (+200 CP): Well you're not necessarily part of the Nosferatu sect, but whatever you are you definitely don't look human. Maybe it's just a physical mutation, but you have an appearance that clearly marks you not only as something inhuman, but a rather unappealing specimen at that - maybe you're a blue animal person, a giant lizard man, a bunch of rocks, or a pointy toothed bald, big eared, nosferatu, but it's outside of the human range and it's something that most people will not find attractive. There will be no being a hot girl who just so happens to be made of diamond, or a handsome guy with the wings of an angel for you. Even a blue skinned guy with metal wings and resting serial killer face is probably too pretty. And while you aren't necessarily locked in this form, your abnormality will carry over to all others you take making them clearly you, not human, and not too conventionally attractive.

Occult Marvels (+200 CP): Vampires are just the shallow end of the occult world of Marvel, something that the X-Men are not wholly unfamiliar with but ultimately tend to stay in their own shallow waters - oh sure there's Magik and her hell dimension, but compared to the things Doctor Strange deals with that is the shallows. Now you'll find that you and the occult side of Marvel seem to be drawn to each other and you'll have to face may occult and magical threats during your time here, the sort that'd normally call on Ghost Rider, Hellstrom, or Dr. Strange. You can expect to have to deal with a plot from at least one of the big names like Mephisto or Dormammu during your time here.

I'm Not a Cripple (+300 CP): Apparently you reminded Scarlet Witch of her father somehow, because she seems to have appended no more mutants with 'or jumpers.' While you still have your out of jump items, and your companions have their powers just fine, you'll find that all of your superhuman powers and abilities, even skills at the level they could be considered a superpower, or narrative considerations and blessings of fate and the like, have been stripped from you, those from other worlds and from here. You can keep anything that's feasible for a human to have without it standing out as something that they could use as a superpower - like Hawkeye's marksmanship, Reed Richard's big brain, Black Widow's spy skills, Nick Fury's general competence, or Wolverine's penchant for violence - but nothing that lays outside of the normal human range including any magic or supernatural skills. You'll get them back when you leave at least. … Oh but you will retain weaknesses they might have given you.

Infected (+300 CP; incompatible with Calling): You seem to have been infected with something like the virus which affected Jubilee. You seem to be allergic to sunlight, the touch of it against your skin making you incredibly uncomfortable, and you want nothing more than to be <u>used</u> by vampires. You'll find yourself compelled to run off to serve them, especially Zarus. And irresistibly craving to be of use to him. Even if he's killed

you will find another, non-companion or follower, vampire to serve similarly. If you're turned into a vampire it won't count as death for chain failure (not that it necessarily would have anyway), and will be cured at the end of the jump, and this drawback will end before your final choice to leave the jump.

Lizard Brain (+300 CP): Your brain has regressed into a more animalistic and reptilian form. Your skills with science and technology have plummeted, becoming a small shadow of what they once were. And your capacity for higher thought and reason has taken a major nosedive, your 'lizard brain' - anger, envy, etc - taking control and leaving you somewhere subhuman in intellect, but greater than an animal, and very dangerous. You're similar to Spider-Man on again off again sparring partner, the Lizard. Taking this with other drawbacks that affect your mind will have badly compounding effects.

So Many Weaknesses (+300 CP): Odds are if you're choosing to be a vampire you have some means around their weaknesses. But now whether you're a vampire or not you will have their full suite of weaknesses. Not only will certain wavelengths of ultraviolet light burn you to ashes in instants, sunlight - even if you manage to block certain wavelengths of it - will as well, and no magic will remove this vulnerability from you, and this will be true death. Similarly decapitation will kill you no matter how little you would normally need your head to live. Holy symbols and garlic repulse you, forcing you back - even in the hands of non-believers and even something as simple as someone crossing two blades in the sign of the cross will count - and holy weapons and silver will eat away at your flesh around them and leave wounds that will not heal. A wooden stake will not only pierce your chest with ease, but anywhere in your chest will be enough to end you. You do not show up in mirrors - for good or ill - and you cannot enter buildings uninvited.

Outro:

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

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

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

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, 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.

Or maybe there is another choice… Though this is one you may have to make significantly earlier in your stay here.

Endjump Scenario - Rise of a Vampire God

To take this scenario you must have taken the 600 CP version of Vampire, and you may not take Short Stay.

There is a certain ritual that should the lord of the vampires perform in their native burial soil would ascend them to the status of an invulnerable demon in truth to overthrow the world order and make themselves the world's new god. It can only be performed once every 1000 years, and normally would have happened a few years ago. Now however things have changed a bit.

You will find that the ritual can now be performed at some point before the return of the Serpent and events of Fear Itself. You must before this time become recognized as the ruler of the vampires. Not every vampire must obey you. But the majority must, and the vast majority must recognize you as the ruler of vampires even if they choose to defy you.

Then since you're a dimensional traveler you don't exactly have a tomb here. So you'll instead be using the mutant island-state of Utopia. Specifically the centermost point. The ritual will need you to remain there as you enter a chrysalis. For four days you - including any extra bodies you possess - will be sealed within this chrysalis unable to act physically, though you may absorb vampires to feed on them and their undead vigor. And you will need to feed sufficiently. At the end of the four days you will take another into your chrysalis with you as your mate to complete the transfiguration.

Normally this would be the end. You would ascend to be a vampire god and they would be your consort. Due to your extradimensional nature and the latent spark within you, you will have to wait longer. Instead at the end of the 4 days you will enter into a 4 month long hibernation. While in this hibernation you will be unable to act or perceive, your mind, body/bodies, and soul will all be sealed completely in your chrysalis and reliant on whatever protections you have set into place, and whatever loyal retainers will guard you. The good news is the Serpent should make his move during the latter part of this time which might get the heroes off your back. The bad news is the Serpent should make his move during the latter part of this time and he's not looking for a rival so he will be sending forces to smash you before his confrontation with Thor for the fate of the world.

And you will have to worry about the heroes. While normally it would just be a fake Van Helsing and a band of vampire hunters moving in to stop Dracula, someone has been leaking the news to the world at large of your nature, and the ritual to transform you

into a vampire god over this world to usher in a new age of eternal darkness and vampiric domination, and you can expect some big names to be unhappy with the idea of some extradimensional being becoming a vampire god in a dark ritual. And this is all assuming you didn't ruffle feathers when you set yourself up in the X-Men's base in the first place.

Either way you can expect some major players - both hero and villain - to come and try and stop you. And if they pull you out of the chrysalis that's the end of the ritual. You will have failed. There's also talk about some smallest portion of the greatest light of them all being able to stop you. You'll have to figure that out on your own. And somewhere there's the ancient sorcerer who created the ritual under duress who has spent the last several thousand years preparing to sabotage it, and with you involved they decided to get bigger help than just Blade.

If you complete the 4 months in the chrysalis you will emerge half-ascended. You now possess a great mastery of vampires everywhere, able to see through the eyes (or usurp the other senses), read the minds, or compel the actions of anyone with vampire blood - whether a true vampire or even a dhampir like Blade or someone descended from such a dhampir - anywhere in the universe. Your vampiric abilities will be greatly heightened as well, able to command the storm with ease, command all bats, rats, and wolves across the entire world, turn individual parts of your being into mist with but the slightest thought, strength enough to contend with the likes of Namor when half in the water, and the ability to heal instantly from non-holy or silver wounds such that they might as well not happen. You will also be able to project your mind, will, and spiritual presence across the entire world with ease. Your mate's powers as a vampire will likewise increase, not quite the equal of yours, but even if they were not a vampire before they will be near you in their vampiric prowess and status.

And now you must feed. 6 or 7 billion should do it. Hopefully the Serpent or other events didn't cause too much of a die off, though if worst comes to worst you could import food from other planets. Not that you should leave the Earth for long. Some part of you is connected to it still, and to your 'tomb' in Utopia, and the final portion could still fail if you go too far from it for too long.

Once you have fed, you must simply maintain your dominion of the vampires and the Earth for the remainder of the decade. Succeed and you will succeed at this scenario. You will ascend fully as a vampire god, shedding your vulnerabilities as a vampire completely, becoming capable of existing without a corporeal body entirely, or reforming one should you decide you need it, of projecting your mind and will across an entire world so that you could be said to be everywhere in spirit if not in corporeal flesh (and

given your flesh is now optional), able to draw power from the souls you slay, and possessing a great reserve of magical power and might, easily equal to that of Mephisto or the Odin Force at its height. Your mate will rise as well, not quite to the same level, but enough to be a worthy consort to reign by your side. This ascension will also ignite your latent spark, opening countless realities to you. Finally you will get to keep this Earth as the start of your own personal hell dimension.

Notes:

Jump by Fafnir's Foe

So while trying to figure out how Marvel vampires work, and reading various 2000-2012 comics with them the jump sort of expanded with stuff from outside of Curse of the Mutants focused around vampires. I also learned that Marvel vampires are very very inconsistent things. Also that Dracula had all of the vampires of every sect - save for those who rebelled against being vampires - working for him in 2004… and 2009… so his statement that Zarus did something new and impressive is bull. Admittedly the MI13 and Tomb of Horror Vampires were more consistent with each other than Curse of the Mutants ones… actually it might just be Curse of the Mutants being really inconsistent with everything else, but… It was the event so it was the focus.

Captain Britain and MI13 gave the melodramatic drawback (though it only made it in because it's endemic to superhero comics) and the Daywalker perk… which only made it in because it just felt wrong to make a vampire focused Marvel jump without some perk to negate vampire weaknesses.

Tomb of Dracula vol 4 contributed the end jump.

Apocalypse vs Dracula contributed the Apocalypse vs Jumper drawback, also gave Dracula a chance to show his weather control, though details there came more from various comics read across the years.

Bloodstone helped influence the 'yeah Virulogist fits' (though it had enough justification from Curse of the Mutants alone) and some details on how Dracula does not burn as easily from the sun.

X-Men vol 3 #7-10 (the issues between the epilogue to Curse of the Mutants and the end of the main story before it swapped over to a bad attempt to recapture the Wolverine and Shadowcat miniseries from the 80s with him and Jubilee) gave some Spider-Man related stuff.

So I gave the Vampire perk their consistent powers and vulnerabilities at base, ignored the inconsistent vulnerabilities, and allowed you to buy some of the notable inconsistent powers (and charged you for making new vampires because that's actually a notable power hike which not all jumpers will want and would make it worth more CP to buy).

Jubilee's strength as a vampire is hard to gauge, her fight in Wolverine and Jubilee takes place in an empty void dimension so while she throws a train car (of inconsistent size)

whether that's because there was subjective gravity and she just knocked it so it'd 'fall' in the direction desired, or would be able to lift it much less throw it under normal circumstances is unclear, she did stab a metal pole through a dragon's skull, though. Look, the entire storyline wasn't good with the whole 'consistency' thing, and given the dragon magically disappeared, and it was a weird floating void dimension where gravity was odd I didn't feel the need, or ability, to really include this.

You Are Still You is named after a Xavier quote to Jubilee, but is ultimately based more on Raizo Kodo from the same issue and the Mortuus Invitus from Tomb of Dracula (2004). Neither is pitted against an Omega level telepath, but the Mortuus Invitus are able to resist Dracula's psychic call as he ascends to godhood, and he has already been influencing Blade's behavior and seeing through his mind at this point, it's before he full blown compels Blade and they're not in his direct presence, but they're still resisting a vampire god's compulsion to fight against him in the very shadow of his castle so it felt like resisting the Shadow King or the like.

Every single X-Men's powers were underutilized in this series except Wolverine's. And unfortunately I haven't read the period of X Comics around here (I've read a fair bit between the start of A v X until the All-New All-Different Secret Wars but that's after this, and before that I've read from the start up through Claremont's time at the helm but that's almost 2 decades before this), so I didn't try to include everyone who cameoed or showed up in a minor manner. This includes those whose appearances were limited to one of the small stories in X-Men vs Vampires, except Paige Guthrie as her whole story was 'this is how my power works.' Like Karma's power is possession, I know this, I know how she got super fat at one point too, but from her focus story in X-Men vs Vampires I could not tell you what her power was other than 'she has some psychic ability' and as her power has grown since the 80s I didn't include her as I don't know what it was at this point.

Time Spent in Skintight Outfits might make you as beautiful as Emma Frost if you knew how to make use of your body like Emma does (or took the Siren perk), you look good enough to be noted as looking good, but Emma has to put in effort to get people to think she looks good and whatever my or your opinion on designs is even then she's loses in the comics to the likes of Susan Storm and Jean Grey, and isn't treated like she's the most beautiful of the beautiful just very good at using what beauty she has.

Blade's powers are… he doesn't show any during this comic. I know his basic powers were long smelling vampires and being immune to being turned which is why that's on sale as Dhampir, and I know he got some form of light healing factor and superhuman

ability at some point in response to the success of the first Blade movie… but I'm not sure the comic writer did or cared as he absolutely doesn't show it here unless he heals faster from Cyclops's light optic blast which is at best questionable. Given unlike during Civil War Blade's healing is not close to on par with Wolverine's in the comic, and vampire abilities are otherwise roughly comparable to Captain America's I decided it was easier to fold them into Enhanced Physique. Actually on the note of not knowing or caring about Blade, here he says that Jubilee is a vampire now and there's no fighting that or not being a monster/threat to others and she needs to be staked friend or not because the only good vampire is a dead vampire… despite one of his best friends and recurring partners - since the original Tomb of Dracula days and even in the Blade series only a few years earlier - being Hannibal King a good vampire, and having teamed up with other good vampires (and dated one) in the recent past (read literally his last appearance, and the last story he was a major player in).

Taking Enhanced Physique and Inorganic Form together will see a small increase in strength while in your Inorganic Form, and a more substantial one with the 200 CP version, but it will still be less than a doubling, and rather hard to notice with the Enhanced Strength upgrade, but it will improve your senses, agility, and the like. Stamina increase will be minimal, as Inorganic Form already substantially surpasses it.

Adamantium Skeleton doesn't make you have to worry about Adamantium Poisoning because it's inconsistently applied. Sabertooth has had adamantium laced skeleton exactly like Wolverine's on and off and it's never tanked his healing factor. Laura, Wolverine's clone, has as well and it's never tanked her healing factor and hers has not been substantially greater than his (though she has complained in the past he heals too slow, but as Wolverine's healing factor has been noted as fading with age in the past and he's a century older than her it would be expected to be slower). Bullseye has no healing factor or adamantium poisoning, though that might have not been his entire skeleton. In this very story Wolverine had his healing factor turned off and did not have to worry about it.

Inorganic Form is doing a lot of heavy lifting, as it covers Husk, Colossus, and Emma Frost. Husk might would have been better covered independently, but really I don't know her powers well at all.

I have no idea if Emma Frost could survive a truly full powered blast from Cyclops. She's survived his angry blasts without damage… but that's not the same as a truly full-powered blast from Cyclops, and like saying that the Kingpin is more durable than the Scorpion because Spider-Man has hit him while angry, when Spider-Man can literally

punch people's body parts off when he doesn't hold back. Cyclops normally holds back even when pissed. The same blast that hurt her, sent Colossus flying far enough to remove him from battle, and ripped his chest open… which is not out of the question for Cyclops's beams. But I don't know Emma super well.

Claremont Era Colossus is probably my 2nd favorite X-Men character. Before they made him turn evil every other week. That said strength wise even looking at respect threads he has no feats really at the 100 ton class, and compared to Namor in the water, Hyperion, She-Hulk, or the like he doesn't hold up, being closer to the Thing (85 tons) or Namor out of the water than other 100 tons characters. Inorganic Form with the strength upgrade makes you the equal of Colossus.

The two tier telepathy was because Emma doesn't do much in this series with her telepathy - she sends a spike of pain to someone's brain once but that's through Cerebro which has allowed weak telepaths to do the like before and… talks telepathically… And while her full telepathic might couldn't not be expensive, it should have been able to do so much here, letting you buy her demonstrated powers allowed for one that was … well cheaper.

I am not particularly familiar with Armor. She showed up often enough - even if just as Jubilee's friend - that I felt the need to include her, and did my best. She manifests her armor 3 times and I knew she could make it grow to mecha size already, so I included that. I didn't include the whole relationship with her family and her power because… it doesn't come up here.

Comparing Wolverine and Vampires' healing factors is hard. Civil War Wolverine said Blade's was roughly equal to his - though Blade's had disadvantages. But Blade's has disadvantages compared to vampires'. In general Wolverine's has repeatedly shown the ability to fight supernatural diseases, infections, and transformations to the point where you could guess that Cyclops had sabotaged it somehow when he got turned into a vampire, and it practically feels like time to call foul when the Hunger Virus affects him in Marvel Zombies. Vampires don't have that. When it comes to wounds… I'm guessing Wolverine's is better except he you know is alive, and while he can regrow his heart before dying (somehow) it takes him out of things until he does and probably has to as he almost certainly had to preserve blood oxygen.

Also I tried my best to get the normal limits of Wolverine's healing factor post 90s. He killed his son who inherited his healing factor by drowning him and has said that could kill him. Whether he can even regrow limbs is varied - he's regrown his heart before, and

has regened limbs I believe. There's even a case where he regrew from a drop of blood… but that was via a celestial super gem taking in his DNA and recreating him. I think there's a case he came back from bone marrow, but he's died from less than that in so many bad future that it's an outlier.

Cyclops destroying Wolverine's adamantium skeleton was before secondary adamantium was introduced into the Marvel universe, and back when several characters had destroyed adamantium. Heck the original example of (still primary adamantium) was not only (barely) dented by Thor but blown up by a bomb inside of Ultron. That said Cyclops's optic blast when he is really trying is potentially up there with a blow from Thor using Mjolnir (it got stronger through the Silver Age and Claremont's run and continued in modern comics I've read), and in the storyline that introduced secondary adamantium Thor destroyed a primary adamantium Ultron by hitting it hard enough… just doing that after fighting his way through half a dozen secondary adamantium ones left him too tired to do it a second time. So while Age of Apocalypse isn't exactly canon to the main universe, it is within keeping with Cyclops's optic blast's normal power range.

Spider-Man doesn't show up in the actual storyline, but the main story line is X-Men (Vol 3) 1-6 and then #11 is labeled as part of it and serves as an epilogue to the miniseries which ran along with 7-10, and Spider-Man shows up in 7-10 so while he's not in Curse of the Mutants he's in stories taking place in the series inside of Curse of the Mutants. And it gave me an excuse to put Spider-Man's power in… again.

Iceman did nothing in this storyline, but he did show up for a page getting blessed by a Catholic priest to fight vampires. There was no payoff for this, but it made me want to add 'Holy Water Iceman' to things you could purchase.

I am unsure how Madison Jeffries's powers work, and while the Marvel wiki is good about citing its sources and excellent for finding specific issues where things are shown, it's not good for noting consistent powers vs ones that they have in 1 issue and demonstrably don't in every other appearance, or context around powers such as if a character had an external boost… and sometimes is just outright wrong about what happened in a scene. So not having the time or desire to read all 200+ of his other appearances, I based Technokinesis off of the power he demonstrated in this storyline.

Golem is based on Rockslide. His strength is officially 75 tons class… and I haven't read enough to say how he matches up to others of that level. Colossus's is 75 in the 80s and 100 now, though Colossus has consistently been closer to the Thing (85) than anyone else. On the 1-7 grid Rockslide is the top of 5, and Colossus is officially at the top of 6

but in showings is more middle of 6. From my minimal knowledge of Rockslide he's definitely a significant level below Colossus, and does seem to fit firmly in 5 but 5 is a huge level (25-75 tons levels). You're strong. You're strong enough to be the strong guy on a super team, but you're weaker than most Iron Man armors, or the Thing. As for what the ability to reform means with 'may be difficult - almost impossible - at first and you may need outside assistance' the first 2 times Rockslide was destroyed he needed the help of a powerful telekinetic putting himself back together again, but the 3rd time he did it on his own, and since then he's only been destroyed by exploding himself and putting himself back together.

Magneto's power is here because I was familiar enough with it to price it, and he got a mini-story in one of the 2 issues of X-Men vs Vampires. Magneto's power is so expensive because it's global+ range control of a fundamental force and Magneto should have been able to solo this storyline.

Rogue's power does not show up because the only thing she did in this story line was get possessed by a student, and made to make out with a vampire who she failed to drain. So failure to do anything of her own volition, have any impact on the story, or even actually use her power. Plus I'm not sure how her power was functioning in this period and unlike Husk, Armor, Rockslide, or Northstar who all used their power to some extent her power in both comic accurate, comic inaccurate (which Husk's, Armor's, Rockslide's, and Northstar's here probably are), and non-comic forms is available in a lot of jumps. And Rogue's power is always hard to price because its potential is insanely OP.

I am fairly certain that it's Cerebra at this time period not Cerebro - the wiki even noted that one issue incorrectly called it Cerebro - but … the comics called it Cerebro so I'm going with the writer's mistake.

If you want to use the vampire companion option to get a vampire Wolverine, Sif, or other character who has proven to be immune to vampirism, and the idea of doing so sits well with you, you do you. I decided against expressly forbidding it.

I have not read Age of X. I just saw that it existed and goes before Fear Itself, and read over a summary of it.

The Endjump Scenario is inspired by Tomb of Dracula vol 4. The means the sorcerer has to stop you is a massive soul bomb made from the innocent souls of vampire victims for millennia, for the light of the soul is the greatest light there is.

Got to admit this jump just exists because I wanted to make a Spooky Month Marvel jump and this was a Vampire event. 29 issues with the X-Men to draw on meant I could make a jump out of it without feeling like I was BSing perk trees and taking some one off thing and stretching it into you can always do this. But this is a jump which brings forth the reminder that just because I make a jump of something I am not endorsing it as good. Actually judging the comics as comics… they don't pass muster. The concept is fine, and could be neat, but despite 6 issues it feels simultaneously like everything is rushed and not much happens. And this isn't judging it based off of early 2000s and earlier comics which (except maybe in the 90s which I haven't read much of) as a whole were a lot more text, and denser stories than comics from the mid 2000s onwards (Stan Lee spent 10 words to say what could be said in 2… but in 2 issues he could pack more story than you see in 6 now), but comparing it to things like Fear Itself, Siege, and the Vampire Nation arc from Captain Britain and MI13 from just a year earlier it feels the same. The side stories do a bit better, I actually liked the one-shots, and Namor story, things happen in those, characters do stuff, I want to know more about Dr. Nemesis, but the X-Men vol 3 and Wolverine and Jubilee both seemed weak as far as comic book stories go.

I didn't include Wolverine Goes to Hell, the next X-Men 'event' and one that happened before Fear Itself and dealt with occult themes which might have allowed including some Ghost Rider or Daimon Hellstrom related material, because it was written by Jason Aaron and I wasn't going to track down and get comics by him again. He's had too many chances.

Changelog:

Version 1.0.0: Released.