

BEGINNING:

Something's wrong, friend.

The year is 2014. This is supposed to be half-way into your journey, provided you didn't take any... unusual combinations. It would be an amusing combination, but that is not the point of this intervention. Your journey has been interrupted between your standard time period of ten years because this world is not the same as it once was. Its history, its people, even the very nature of reality itself has been changing and called into question. Yet, maybe it was always this way, and it took this intervention to show you the pattern. But sudden discoveries and unearthing of artifacts have been happening at an alarming rate.

Even the average Enhanced Being must adapt, or risk a death of ignorance.

Should you accept these gifts, you will be able to adapt.

You gain an additional 1000CP to be used in this section.

STORY:

You should know this world by now. Marvel's Cinematic Universe. You have lived in it for a few years, give or take. Yet you are on the cusp of the world taking a drastic turn and becoming more turbulent as new elements reveal themselves and old elements show their true colors. Governments and organizations will find their place on the ash heap as HYDRA seeks to take what is theirs, heroes will rise and fall, and the people will be unsure of what is happening around them anymore as Avengers try valiantly to protect the world. They will try to keep the world from changing too much for the sake of its people.

Many of those people will die, or worse.

You will have the potential to change all of this, or let it come to pass as you see fit. There are infinite possibilities on the horizon, infinite paths you may take to secure your place in this world. Yet know with those possibilities, there are also dangers that lurk and lie in wait. This year is the year that marks the beginning of a new world, like a bud blooming and unfolding... to reveal its true nature to any who are willing to see it. You will also be staying an additional five years, to leave in the year 2024.

LOCATION:

This part of the decision process would normally be used, but it is a formality that will not be entertained at this point in time. You have been busy, and to uproot you from anything you might have been doing at the moment would be an unwelcome gesture. Think of it as spending the time on more important decisions.



IDENTITY:

As the world changes, so must its people. For you it is somewhat easier, being able to change into another 'background' as you see fit, like changing into clothes that you feel comfortable in. It might be confusing to those around you if you suddenly display new skills out of the blue, but they will need to adapt as you do. Yet there is something to be said about consistency. **Should you stay in the background you chose before, you will gain an additional +300CP to use in this setting as you see fit.**

-Drop-In (Free):
+Your memories are still your own, with no other memories influencing you
-You still have no connections or allies save the ones you have made yourself
It has been an eventful ride for you, but the ride is not over yet. Events will continue to unfold and upset the natural balance of the world. Chaos will unfold. Chaos is also something you're familiar with, for a wild card in the right place is enough to change the flow of things.

-Tech Expert (Free):
+Your intellect and understanding of technology has served you well in the long run
-There are some things science cannot explain on its own
The world has advanced, and so has your understanding of it. Technologies and enhancements have had a profound effect on your career and what you could accomplish in the grand scheme of things. However, you know it is not enough. You know you need to continue forward, to go beyond bleeding edge in order to keep up with what the world throws at you. Your understanding will show you the way.

-Operative (Free):
+The turbulent nature of the world has given you many opportunities to improve and keep a job
-It has become very difficult to figure out who you can trust nowadays
There are heroes who fight in daylight, and scientists who seek to keep the world a bright place. You know that you cannot join them there often, and must work in the shadows to preserve what light remains. Deception and trickery are rampant behind the scenes, and you have begun to realize that there is not always a man behind the curtain. It is up to you to do what others cannot.

-Tac/Comm (Free):
+You've had plenty of experience in your position to become an authority figure of respect
-Your subordinates may not always be what they seem in times like these
You've had surprises before, but not like this. Something is wrong in the world, like a cancer that you never noticed until now. A cancer that will throw the world into chaos once it is revealed. In times like these you must prove to be more than a leader of men if you wish to keep others safe. You must prove to be a leader of ideals and strength, if the Earth is to have an example it can follow.

SKILLS AND ABILITIES:

In these turbulent times, those who cannot adapt to the world changing around them will not last long. But you have been in this world for some time, and understand what it takes in order to adapt. You have taken steps to ensure that even if you do not thrive, you can at least survive to continue the journey and see it through to its end. You have used the tools at your disposal quite well, yet there is something to be said about collecting a new set of tools to further help you in your journeys. Hopefully, they will be to your liking.

You're Welcome, By The Way (Free): You might have noticed that as time went on, a lot of the people here have become... snarky, for a lack of better words. Snippy, bantering, sarcastic, call it whatever you want because they'll call it whatever they want as well. The point is they're not the only ones now. That is, they don't have a monopoly on sounding high and mighty. Mainly because you can keep up with them. Tony Stark's sharp tongue will have competition, the Avengers' humor will have another player, I think you're getting the drift. It doesn't always have to be active, but you can sound like such a magnificent bastard. Why wouldn't you want to do it all the time?

-Ooh, Shiny (100CP) (Free: Drop-In): As this world changes and reveals more of itself to its people, they will find wonders and lost relics that were underneath their feet this entire time. They will be amazed at how something so small could leave such an impact if used properly. They'll also be amazed at how you keep getting tipped off on where to find them. You seem to have something of a knack for where to find things of interest or shady events that are occurring. Gun deals? You've got an idea for where they would be happening. Ancient temple? Well if you were a betting kind of person, chances are it'd be somewhere in that canyon...

-Put this in Check (200CP) (50% off: Drop-In): There are far too many people who decide that their way is the right way. Too many people who believe that their side is the right side, and that anyone else is not seeing the bigger picture. Fortunately you know not only how common sense factors into the situation, but also just what to say to at least get the words to their head. Ranting about Accords that force all Enhanced Beings to register could be stopped by you pointing out the ramifications, and while they may not necessarily stop and do what you say every time, they will at least acknowledge the validity of that common sense. At least, it'll be a nice way to prove you're right after everything's gone to shit.

-So I Heard... (400CP) (50% off: Drop-In): So at this wine store, cousin Pablo was talking about how he was talking to that hot waitress down at the Chili restaurant, and she was saying how she used to be a housecleaner. She used to date this shot caller from across the bay, who knows the dude she was cleaning for. Now this shot caller and Pablo are on the same softball team, and the shot caller was saying how he knows of a way that you can collect tips and insider information through a long and complex chain of rumor talking and gossip. He insists it will be completely legit, the information's always gonna be useful to an objective of yours in some way and untraceable to your rivals. Don't give me that look, this is good stuff!

-Can't Do It (600CP) (50% off: Drop-In): Nope. That's it. Fuck this. This isn't your fight. You know better than to get involved in this, and you will have no part. So long as you declare to one side or another that you are not getting yourself involved in the upcoming battle, both sides will begrudgingly respect your wishes and opt you as someone who is not to be harmed or helped regardless of past actions. For all intents and purposes, you will be a true neutral in the battle. If you were sneaky about it you could watch, but the important thing is no one will aim for you or involve you deliberately. Should you try to break your word and involve yourself anyway, just be warned that it's free game as far as they're concerned.

-For the Camera (100CP) (Free: Tech Expert): Smile and wave, just like they want you to. In this day and age it's not enough to simply know what you're talking about or to be rich, you also need to be presentable. Fortunate then, that you know just how to do that. Good public speaking skills, knowing just what to wear, even some quick impromptu hair styling to touch yourself up just right. People love putting a face to actions and events, so put the best one out there.

Money, Dear Boy (200CP) (50% off: Tech Expert): It's always fun to be able to make up new toys and equipment for you to show off with. After all, why make something if people won't eventually know that it was you who made it? Yet for all the acting of how your brilliance and inventions makes you better than most, it's not going to make you money. A good thing that you know how to do it, then. You can find buyers and niches in the marketplace, have the know-how to make a sales pitch, and even figure out how to water down your technology for... consumer use. If nobody's paying you, then you don't have the resources to impress them.

-Enhancements (400CP) (50% off: Tech Expert): Sometimes, people need to be better. Maybe the situation is more than they can handle, maybe they're on Death's door and you need to cheat her out of her prize. The point is, they are inadequate right now and need to be better. You will make them better. Modular technology to create sophisticated power armor, powerful cybernetics to enhance their insides... the knowledge to create them is yours to do as you see fit. Your knowledge even encompasses the first steps needed to understand the various serums that are floating around the world, so that one day you can learn to replicate them... or alter them as needed.

-Bring Out Veronica (600CP) (50% off: Tech Expert): There's always that escalating threat that seems to loom over your head. Always something trying to make sure that you can't rest, lest you be caught unprepared. It's a stressful line of thinking, but that stress will see you through. Looming threats will spark your ingenuity and manufacturing speed tremendously, allowing you to quickly take stock of the situation and use information surrounding said threats to create countermeasures and machines custom-tailored for the situation in a fraction of the time it would normally take. Knowledge of the monster tearing down cities could see you adapting and fielding a custom armor for taking it down, or learning very rapidly from your mistakes in one fight to adapt your technology for the next fight.

-Rules Lawyer (100CP) (Free: Operative): Political maneuvering can be a boon when you're the one doing it, and a complete bane when it's being used against you. It's kind of like the difference between being a smart-ass, and someone being a smart-ass to you. Everyone knows, however, that only the best smart-asses survive in this business. You're able to pick up laws and legal customs very quickly, and recall them the second you may need them. No legal document is too obscure for you to forget, and your ability to spin these legal rules will no doubt serve you well in getting out of trouble and infuriating your enemies.

-Off the Grid (200CP) (50% off: Operative): In today's age with cameras and facial recognition and satellite surveillance in almost every corner of the world, you've gained an edge that most secret agents would kill for. You've gained a knack at staying off the grid more or less, knowing how to avoid electronic detection and how to get by so that you could go years without anyone realizing where you've been. Even better, when others are accessing your records or try to analyze your assets, they'll likely end up missing a thing or two. Like the company you bought, or the fact that equipment in the base you visited just happened to go missing...

-Shadow of HYDRA (400CP) (50% off: Operative): When one head is cut off, two more shall take its place. The Hydra is the perfect creature to symbolize the spread of an organization, and how much one can become entrenched somewhere. The lesson of HYDRA is not lost on you, and your ability to infiltrate and hide yourself in enemy organizations is second to none. Deception, double-dealing, and feigned loyalty make you an excellent double agent, and should you start spreading your influence via the use of insider cells or groups within the organization... so long as they do what you say they will be as hidden and trusted as you are. Preparation is key, my friend. ~~Hail Hydra.~~

-Team Player (600CP) (50% off: Operative): Everyone's always saying how the Avengers need to handle the top threats, how a simple human isn't enough to turn the tide. You know the truth. You know that what they say is BULLSHIT. Your mastery of combat involving momentum redirection, joint strikes, and timing your dodges has made it so you can punch above your weight limit on a pretty regular basis, allowing you to take on opponents which could normally overpower you with a decent chance. You will also find that the stronger your opponent is over you, the more nimble and faster you will become for that fight. Another thing is that the longer you fight, the more you'll note flaws and weaknesses in their combat style or equipment, allowing you to take the offensive and strike in order to take them down. See how they like being normal too.

-Players on the Board (100CP) (Free: Tac/Comm): There are days where people say you have trust issues. That you are too paranoid. Of course, all you have to do is point to the grubby little HYDRA agents trying to leech money off of you like a parasite for them to shut up and realize why you're like this. As you spend time with people, you'll notice their quirks and little things they say. Over time this adds up, and you'll be picking out who your subordinates are REALLY working for, separating true loyalty from the backstabbers.

-Allies from the Back (200CP) (50% off: Tac/Comm): No one can stand on their own. Not even Mr. Stark with his fancy machines and his high-tech corporation. He has investors, he has backers that allow him to accomplish what he needs. Now, you know how to sniff out these backers, people with lots of money who share your vision and ideals. It may be private companies, or governments who happen to 'donate' on the side, but you can find them. ...and when you find them and show them what you're trying to do, it will be easy to secure backing for the sake of your organizations. After all, a friend in need is a friend indeed.

-From the Ashes (400CP) (50% off: Tac/Comm): They say that an empire toppled by its enemies can rise again. But one which crumbles from within? That's dead... forever. Yet you have never been one for giving up so easily, have you? Dreams never die, and ideas are bulletproof. Even if your organization is dead and gone, burned away on all sides, so long as you and a few others remain then there is ample opportunity to rebuild and come back stronger. Secrecy will protect you, and hiding your actions will ensure a much greater chance of success. After all, even ash hides embers which can spark the flame once more. You need only to stoke the embers and give it time to restore your organization to its former glory.

-Best of the Best (600CP) (50% off: Tac/Comm): An authoritative figure, a commander... is supposed to lead by example. If you can't even keep yourself safe, how is anyone else going to think it's worth saving your bacon? It's a lesson you and everyone must learn, and this has come to pass by how well you can teach others. Combat skills, espionage, diplomacy... these skills and more, you are able to teach your followers with near unnatural efficiency. They will learn in a fraction of the normal time, allowing you to turn weaklings with an ideal into disciplined subordinates that could take on elite forces with a speed that others might think is witchcraft. The only magical thing they'll find is your competence, and theirs.

-Caging up with the Joneses (100CP): Sometimes you just want to tell someone to fuck off. What better way to get the point across than to show what happens to people who don't listen? Your strength is immense, able to bench press SUVs and demonstrate that pain upon those who would anger you. But why stop there? For an additional 100CP, you could increase that strength further, bench pressing an SUV which is on TOP of an APC. Of course, if you don't like having only strength... a final 100CP extra would see you having the durability to handle such vehicles crashing into you at freeway speeds, to say nothing of handling a six story building crashing down on you. Do you work out or something?

-Like A Spider (100CP): Aren't you just a quick little bugger? I'm not sure if you were bitten by a radioactive gymnast or something, but your agility and reflexes are enough that you could dodge just about any punch a human could throw at you while in combat with three people at once. For an additional 100CP there was a LOT of radioactivity in that gymnast, because now it's enough that you could dodge bullets shot at you while even pulling off some of the martial art speeds seen in movies like the Matrix. Of course if this isn't enough, you can always throw in one final purchase of 100CP and just make it a freaky radioactive spider, to actually give you danger-sense precognition and the ability to crawl on walls. Just where did you go to get bitten like that?!

-Sensual Voice (200CP): Well hello there! Why don’t you have a seat, right down there. There we go, that’s a good little traveler. Impressive thing I have here, sure you can tell! See, people will hear you talk, they’ll hear you just prattling on like some crazy bloke, but they start wondering why they’re listening to you and everything you say or tell them to do. I mean, you could even say to go push your head through the wall and they’d d-WOAH WOAH NOT YOU. Don’t… okay let me explain. This power makes you emit a retro-virus. Invisible, no one sees it. But just get close to them, and once they’re infected you can start stringing them along. It’ll end once they do their task and you’re gone, or after twenty-four hours, but think about it! It’ll be loads of fun. Come on, give it a whirl.

-Fist over Hand (200CP): There is a special power that granted to only those the monks of K’un L’un deem worthy. It is a gift from Heaven itself, that grants one the potential to become so much more than a mere human and to walk with great purpose in their life. But it’s doubtful you want to be stuck with such a burden, so instead let’s work around that and offer this power for a price. Upon purchase, this grants you the ability to collect, harness, and train the mystical force of Chi. This power comes from within and can be used for a myriad of effects including healing others of wounds and poison, increasing one’s strength and reflexes, and even enhanced control over the functions of one’s body. More effects will inevitably be unlocked as you train, with prior effects being able to grow to new heights.

-Terrigenesis (200CP): Humans are not as you know them. Long ago an alien race called the Kree did experiments on the populace and seeded their genetics with a special sequence. These humans, when coming into contact with Terrigen Crystals and the mist they produce, will undergo a procedure where a goo-like substance envelops them in a stone cocoon, and emerge as an Inhuman. Inhumans, for a lack of better words, are those given superpowers and can potentially undergo physical mutations to assist them. They're still humans, just... more. Your knowledge of the Terrigen Mist and what it can do is great, allowing you to identify the sequence responsible for the Inhumans as well as eventually finding ways to guide the results of the transformation. Should you seek it, you can potentially start as an Inhuman yourself. Examples of abilities will be found in the notes.

-Quantum Ability (200CP): It's truly amazing, how we are often encouraged to dream big. To shoot for the stars, and seek greater prizes to embolden our legacies. So very few people ever remember that big things can have small beginnings. Through one reason or another, you have been empowered from exposure to the Quantum Realm and now find yourself capable of doing one of two amazing things. One such ability is 'Quantum Phase Transitioning', which will let you make yourself invisible or intangible on a whim to walk around unseen or phase through obstacles. Attempting to phase back in while inside something would be quite destructive. The second ability would be 'Quantum Particle Manipulation', to manipulate particles in order to rearrange them to heal or change a person, or even to cause entanglement and communicate with (or through) a person regardless of distance. Be cautious, for tampering with the innate forces of creation will inevitably draw attention. You may buy this perk a second time should you seek to possess both powers.

-Spirit of Vengeance (300CP): They say that the devil isn't real. That such superstitions are meant to scare the ignorant. Alas, the devil is real, and thanks to an incident which has left you empowered there will be Hell to pay. You have been imbued with a Spirit of Vengeance, and can transform into a hellish agent that punishes the wicked. You will possess great strength and durability, conjuration of powerful hellfire and the imbuing of that fire in objects to enhance them, and even the power to uncover someone's sins should you stare into a person's eyes. This incarnation of the Spirit does not possess the Penance Stare of its predecessor, but in exchange you will find you can affect and force intangible opponents to assume a corporeal form so that fire can cleanse the world of them. There is nowhere you can hide from Justice.

-Pymtastic! (300CP): The life work of Hank Pym, and Cross Technologies has attempted to replicate it for some time. It has been cracked by another, however. It's been cracked by you. Subatomic particles of an extra dimensional nature, a single application of these particles are capable of shunting or adding mass and reducing or increasing scale of any form of matter. This means that they can compress physical forces around objects or organisms that they are applied to, as well as increasing density and strength of the subject, with additional particle applications only being needed if you want to change the object's size again. However be warned, humans without the proper protection can suffer mental instability at best or being crushed into a protein goo at worse, while shrinking an item or person too small will see them walking amidst the Quantum Realm. This means you need regulation technology similar to the Ant-Man suit to control the changes, or at least adequate equipment that will let you find your way back. On the plus side, your work with these particles allows you to upgrade technology by compartmentalizing and reducing the size of technology significantly while retaining its standard effectiveness.

-Enlightenment* (400CP): The language of the Mystic Arts is as old as civilization, my friend. The sorcerers of antiquity called the usage of this language "spells", but if that word offends your modern sensibility, you can call it 'programs', the source code that shapes reality. Your eyes have been opened, a sight beyond your sight. With it, you may draw from the energies of the Multiverse itself to conjure spells, make magic! This magic is not like the energies of the Asgardians who treat it as another science. No, infinite possibilities exist if you allow yourself to see them, and you are taking the first steps towards those possibilities. It will be an arduous task to move past being a beginner, and no doubt you will be noticed as you pursue your studies. But you have opened your mind... and the wonders of magic will yours to explore.



COMPANIONS:

The world is becoming more dangerous with very passing month, and while those who brave the storm alone are to be noted, do not mistake their bravery for foolishness. Many will overestimate their ability stand against the dangers alone. Do not be one of them. Take a note from the strength of the Avengers, and let others be your strength as well. A group that stands strong together will be able to face the might of Infinity.

You may choose to have a single companion imported as the option for 'Dr. Elizabeth Murphy', 'Steve from Marketing', 'Albina the Blue Widow', 'Lieutenant Faheem', or 'Enlightened Teacher' instead of gaining a new companion.

-Assemble! (50CP): They say no man is an island. This is a phrase that is supposed to mean that should he isolate himself, it would spell his doom as man is a social creature and should not push away his peers. Do not push them away, rather embrace them. You may pay 50CP to import up to two companions, with an extra 50CP for another two companions. You may continue this until you have up to eight companions overall that can be imported. Each of them will gain a free background and 500CP to spend on skills and abilities. You may also use this option to create OC companions if the options below do not please you.

-Dr. Elizabeth Murphy (100CP) (50% off: Drop-In): A college graduate of Irish descent, Elizabeth would normally charm people with her emerald green eyes and curly red hair, with a body that could get her in the modeling agency. So what's the issue? Well, she's kind of 'off'. She's also not actually a doctor. She's just one in training. ...not that kind of doctor, she's majoring in theoretical physics because she's convinced some alien from outside the universe is visiting. You'll be glad to show her one, right? This companion gains the freebies of the 'Drop-In' background along with 'Put This In Check', 'For The Camera', 'Rules Lawyer', 'Off The Grid', and 'Players on the Board'.

-Steve from Marketing (100CP) (50% off: Tech Expert): Who's he? Uh... he's Steve. Yes, Steve. Look I know he doesn't look like much, but he's good. He's got a Master’s degree in marketing, but he has a really good eye for knowing where the profit will be. He also happens to know that you've got some exceptional things that would be... beneficial for the sake of profit. So he's asked if he could tag with you to help you live a life of luxury. Him too, of course. This companion gains the freebies of the 'Tech Expert' background along with 'Ooh, Shiny', 'Put This In Check', 'Money, Dear Boy', 'Rules Lawyer', and 'Players on the Board'.

-Albina the Blue Widow (100CP) (50% off: Operative): All shall fear the might of the Blue Wid-wait, what? Oh. That's because Natasha's the Black Widow, and wouldn't you know it? Red Widow was taken! That was embarrassing, you think that they would announce these things or register themselves. But she's trying to be an up and coming vigilante! I'm sure you'll be a fine role model for her to refine her trade. This companion comes with the freebies of the 'Operative' background as well as 'So I Heard' and 'Shadows of HYDRA'.

-Lieutenant Faheem (100CP) (50% off: Tac/Comm): A man who's been around since the Cold War, he doesn't really raise that much of a fuss. He prefers to just do his job, and do it effectively so he can go home and watch his soap operas. He's rather fond of them, so the better he does his job, the more likely he will be to make it home in time. His job happens to be internal security, which involves things like rooting out traitors. He'll do his best for you, as long as you provide the cable services. This companion comes with the freebies of the 'Tac/Comm' background, as well as 'Rules Lawyer', 'Off The Grid', 'Allies from the Back', and 'From The Ashes'.

-Enlightened Teacher (300CP) (50% off: Enlightenment): You have traveled far, and she has been waiting for your arrival. It is a strange thing to be expecting someone who has come from another universe, but not entirely unexpected. After all, the Multiverse has much to offer. She sees your potential, and understands that you will go far as long as you are adequately... taught. Her first lessons will be harsh, but as your skill grows so will her affection for you. This companion will gain the perks 'Enlightened' and the first ranks of 'Caging up with the Joneses ' and 'Like A Spider'.

-Canon Companion Option (300CP): Had your eye on someone all along, have you? I don't blame you, there are many people in this world who are fascinating in their own right. For a paltry sum, you may select a canon character to take notice of you and seek to accompany you on your journey, for whatever reason it is they possess. Maybe you'll be part of a new incarnation of Avengers?

ITEMS AND EQUIPMENT:

The potential for greatness lies in everyone. Anyone you meet, anyone you have ever doubted or turned away, they all can become something more if given the chance. Yet any who seek to master their craft will tell you that it is important to possess the right tool for the right task. A blacksmith must have a hammer, a painter must have a brush… a fighter must have a weapon. It is here that you will be able to obtain tools to help aid you in your quest, or unrelated luxuries should that be your fancy. Everyone needs a break once in a while. That and it's hardly fair to treat you like a savage. **You have an additional +500CP to spend in this section as a stipend.**

-Mug of Everlasting Booze (50CP): Now I know what you're thinking. It's a large, glass mug that's always chilled, and always refills with a mundane alcoholic beverage of your choice. Seems too good to be true, right? Well it's right here for the taking, provided by a good mister… sorry? Doctor? Mister Doctor? …I know it's strange, but who am I to judge?

-Vintage Cassette Player (50CP): Who doesn't love the classics? This player may be something of an antique, but not only can it be installed easily into a vehicle of your choice if you want, but it also comes with an entire slew of music that you could expect from the 80s, 70s, or even the 60s if you're into that kind of thing. It even comes with a portable version and both variants will play the music as clearly as the day it was made. Come and get your love!

-Luxury Wrist Watch (50CP): This. This is a very expensive watch. Yes it has gold edges and it's always on time no matter where you are, it's even a Jaeger-LeCoultre Master Ultra-Thin Perpetual. But this thing is easily around $20,000 as a price range. Anyone seeing you wearing this watch is likely going to assume you've got money to burn, or that you're an important person. On the back is an engraving of Earth, and a message: "Time will tell how this journey plays out." Hopefully this message is not lost on you.

-Infinite Breakfast (50CP): Breakfast is the most important meal of the day, you know! Even Zemo of all people knew that, and he was practically running on nothing but vengeance by the time he stuck his head up. So as such, it's only fair you get a good meal too. An assortment of eggs, bacon, pancakes, hash browns, sausages, just about every kind of mundane breakfast item is available for you to gorge yourself on! It even comes with coffee! …or an assortment of milk and juices, if you can't handle the strong stuff. I suppose not all of us can be adults.

-Jewelry Kit (50CP): It is one thing to look intimidating and strong, for sometimes the appearance of strength can be a strength in of itself. Then there is the appearance of luxury and culture, to appear as though you had come from another world with your looks of glamour and awe. Choice is important when it comes to such things, which is why there's this set of expert tools to forge, shape, and create intricate sets of jewelry and ornate pieces of ceremonial items to wear with your own gear. Maybe you enjoy making rings, or want to have circlets upon your head. Maybe you want to look like an exotic warrior. Whatever it is you seek, be sure it's a good appearance.

-Custom Tailored Clothing (50CP): What's the point of running around trying to be taken seriously if you don't look serious? You've got people running around in spandex, or big metal armor, or leather, or any kind of ridiculous costume like if this were a comic book! Its real life, you need to get a REAL power suit! This sharp-looking set of clothing is self-cleaning, has no brand name on it, and will always be custom tailored to your appearance to ensure you're nothing less than classy. It comes in just about any color and ethnic appearance you like too, with an optional set of cloth gloves and custom-made leather shoes to show people who's really the slick one around here. I hear Wakanda culture is in style this year.

> -Wakandan Interweave (100CP): Oh. Well then, you've decided to upgrade. Spun from the finest seamstresses in the hidden land of Wakanda, this outfit is now interwoven with Vibranium threads to ensure you are nothing short of luxurious. Along with being able to have a metallic sheen or little things like ornamental armor pieces, your clothing can now take a rocket head-on before suffering damage… to say nothing of the powerful energy force field it can manifest on demand. Just don't let it overload!

-Infinite Baskin-Robbins Products (50CP): You know what they say, friend. Baskin-Robbins will always find out about you. Yes, they have found out… and have offered a lifetime supply of their products in a rare opportunity! Ice cream, shakes, cakes, pies, you name it! It's an endless supply of wonderful sweets for you to enjoy and share. Just be wary in how you use them… Baskin-Robbins always finds out.

-Thanos Copter (50CP): This kind of power should not be offered so easily, but its glory will not be denied. Sure it's a one-seat civilian helicopter. Sure it's got no weapons or defensive capabilities. But it's yellow, and has the name of the galaxy's most brutal menace written on the side. Let the dread might of this vehicle carry you into glorious battle from which only Death will smile upon.

-Thanos Chair (50CP): I don't think you understand what dark strength this item brims with. The feeling of unholy righteousness. The will to do whatever it takes to see one's goals through. Carved from cosmic stone, this massive chair can either be placed in a location of your choice or be equipped with an anti-gravity unit to float around as you sit upon the chair menacingly. Of course, the stone chair was also designed for someone who's easily eight feet tall. You might need to work out a bit to fit.

-Innocent White Van (100CP) (Free: Drop-In): Fresh out of the factory, no identifying marks, and big enough to carry a few bodies while still having room for a couple of guards. This totally innocent van is perfect for when you need to transport important items or people away for whatever reason you may have, as it'll be easy to lose followers when using this thing. It will even come with an air freshener with a scent of your choice to make your traveling more pleasant! Also comes with an optional set of cup holders and folding seats.

-Cloaking Umbrella (200CP) (50% off: Drop-In): Well this is kind of weird. It's a literal umbrella that can assist with hiding those who use it by lowering fabric down the edges of the umbrella before activating a photo-optic mesh that leaves one invisible to the naked eye, similar to the cloaking technology that S.H.I.E.L.D.'s Helicarrier uses. It's even got room for a second person if you feel comfortable with them, and it's durable enough to be an actual umbrella!

-Judas Armory (400CP) (50% off: Drop-In): They say that there is a bullet for everyone. There is even a bullet for Jesus, and this would be the bullet you would use for the job. Made from a composite metal recovered from the Chitauri Invasion, it's invisible to metal detectors and eliminates forensic evidence. How does it do this? By burrowing into its target before exploding like a grenade. It's also able to pierce the skin of those whose durability is on par with battle tanks, which is sure to be a draw. With this purchase, you have a few crates full of guns equipped with these bullets and the means to create more.

-Kree Blood (600CP) (50% off: Drop-In): This… what are you doing with this. You're not even supposed to have it, and yet you do. This fluid is the blood from a bona fide Kree alien, with all manners of properties that could be used on humans if the blood is synthesized into drugs. The most obvious one is GH.325, capable of inducing advanced regeneration in a person and even reviving the recently deceased. There's also some strange properties that involve the recipient taking on additional memories… and while it's unstable in its pure form, perhaps you could experiment with other blood mixtures to find a way to use this property properly.

-Extravagant Club (600CP) (50% off: Drop-In): In a world where Enhanced Beings are running around with powers men can only dream of, and the equally unlikely foes that they must fend off, it can make the average person terrified. It can also mortify the upper class, they who have been so used to believing they had control of their lives and power in the world. Fortunately you can provide them a haven, a Paradise if you will. This absurdly luxurious night club comes with a fully stocked bar, an exquisite stage, a large ground-level area with multiple floors to overlook the area, and a kitchen that easily merits three stars in the Michelin Guide. Of course, the more effort you put into improving or maintaining it the more money and fame it will rake in, but the amenities alone will spread word of this haven, all for you to enjoy in your private office overlooking the establishment. It's good to be the king.

-Holotablets (100CP) (Free: Tech Expert): Sometimes you just need to keep up-to-date on things, regardless of distance. Sometimes you just need to look cool as hell while doing it, too. These collapsible, ultra-lightweight and durable screens will let you do just that. Able to connect to any computer or sufficiently advanced device you possess, these tablets can give diagnostics and remote accessibility to some extent to let you keep tabs on the technology. Never worry about the state of things again!

-D.W.A.R.F. (200CP) (50% off: Tech Expert): I'm sorry to say that this is not an actual dwarf. It would be funny, but the only dwarves we've seen so far are huge. No, this is a set of quad-copter robot drones that are designed to cloak themselves and rush into a location to seek out, analyze, and scan various anomalies. Scan types range from matter density to radiation types to even texture and a form of smelling the air. They're perfect surveillance and scanning tools for all your needs!

-Cybernetic Parts (400CP) (50% off: Tech Expert): Humankind has always been slow to change in the face of danger and uncertainty. That's why they're so dependent on the Avengers when danger comes around, after all. But you know that there will come a time where the Avengers cannot save humanity, and you must help them save themselves. That's why you have this slew of cybernetic equipment to study and work with in order to turn humans into transhumans. Prosthetic limbs that increase strength and speed, enhanced eyes that allow one to see on multiple spectrums, implants that allow interfaces to appear on one's body… and they come from a variety of sources, from CyberTek to HYDRA's own Winter Soldier program, even Nebula's own particular cybernetic array. Transcend human limitations.

-Particle Accelerator Lab (600CP) (50% off: Tech Expert): About the size of a small room, this is an advanced machine that pretty much does exactly what it says on the tin. Using giant magnets to fire subatomic particles at increasing speeds, this device comes with a small book that is an instruction manual so you don't get yourself killed. Yet it's also got some notes that details the atomic structure of a differing element. Perhaps with some working, you could create… sorry, recreate this element? Though I hear 'badassium' is a poor name for it, lots of legal issues.

-Last Name Corporation (600CP) (50% off: Tech Expert): Why is it that every big-wig company here uses the founder's last name for their brand? Must be an ego thing. Either way, with this you have your very own company as well! Coming with an R&D department, testing area, and even a financial/marketing department so that it can keep making decisions and seeking out profit even when you're not around, and they'll do even better if you happen to share any technological or scientific advances you've come up with! At least, as long as you're not blatantly doing anything illegal. As for what this company does… that's for you to decide. Maybe you'll try to get into the weapons manufacturing market, or maybe you want to compete with Stark Industries and be an alternative energy company with ties into advanced tech. Maybe you want to do something else and go into biomedical areas. The choice is yours.

-Backscatter Glasses (100CP) (Free: Operative): When you're in the field, you really need to ensure that you're incognito. This means you can't be caught with obvious devices or technology should you be in the public eye, and as long as you don't mind spectacles you can get these! These classes function as a form of night vision and X-ray vision, allowing one to see through solid objects to detect hidden items as well as in dark places so you're not caught off guard. Even better, they'll record anything they see into a data center of your choice so that even if the glasses are destroyed, it won't be in vain.

-Photostatic Veil (200CP) (50% off: Operative): There might also be times where you can't be seen looking like yourself or sounding like yourself. That's where this wonderful item comes in, a nanomask that fashions itself over your face as you take on the texture, pigmentation, contour lines, and even structure of the target's face instead. Naturally picking a target similar in skin color to you would be recommended. It also mimics the target's voice near flawlessly. This version comes with its own tiny database and a HUD system that will let you scan multiple targets and choose which one you want to replicate, even storing up to ten variations of your choice.

-Energy Shield (400CP) (50% off: Operative): Yet there are times the inevitable happens. Maybe it was a fluke, maybe you weren't as good as you thought. Maybe someone tipped them off to you. In times like these, you cannot sneak your way out, and must go loud. This small glove will aid you in this endeavor, creating an energy shield that's as big as Captain America's own shield with an emblem of your choice in the front. Strong enough to withstand a point-blank bomb or a barrage of high-caliber machine gun fire, it'll do you good. You even get the instructions to make more, and change the color of the energy too!

-Containment Module (600CP) (50% off: Operative): Operatives are often romanticized, in no small part thanks to books like the James Bond series. Witty, able to fight, and always gets information easily. Alas, this is not James Bond, and there are times you need to really get dirty. The first part of this is the Overkill Device, a handheld machine designed to remotely detonate or discharge most conventional weapons that use combustible ammunition via the use of intense sonic waves… you can imagine how this might work on people. The second part is a small beacon that summons the Containment Module to your location, which is a box the size of a prison cell that gets carried away to a location of your choice afterwards. Able to withstand tank rounds, its polytechnic adaptive materials even lets it withstand a large amount of superpowered individuals! Lock 'em up until they talk.

-Tower Base (600CP) (50% off: Operative): A little strange to be having such a blatant area to stay in if you're trying to be stealthy, but if the Avengers can do it then why not you? A snazzy looking high-rise building complex with an emblem of your choice on one side, this baby comes with its own landing pad and state-of-the-art commodities to ensure you're relaxed and ready for the next mission. Forensics labs to look over what you got, luxury apartments for those you've granted access to, a fully automated security system looked over by an A.I. to ensure privacy, and an armory filled with equipment to assist you. It even has an advanced power supply that can sell the excess energy to its surroundings to handle upkeep and give a decent allowance if this was in a city. Of course, this tower could do better if you pumped more equipment into it, but it would hardly let you down even in a world of the Avengers.

-Leader Uniform (100CP) (Free: Tac/Comm): Coming in a practical design of your choice, this is the outfit that lets others know that you're the boss. Made from 9-ply Kevlar material interwoven with a fireresistant fiber, this baby can withstand up to .45 caliber bullets and can take up to 1,700F before it goes up in flames. It also comes with a nifty radio-link tie, and pockets that are actually worth a damn.

-HYDRA Protocol (200CP) (50% off: Tac/Comm): The mythical Hydra is a creature who will merely grow two additional heads should you chop one off. While such creatures do not presumably exist on this world today, it is the ideal and power behind such a myth that has given birth to tools such as this. By plugging this flash drive into the computer network of a rival organization, the program will infiltrate and create a hidden subnetwork that uses the resources of the original, only visible or accessible with the proper handshake protocol. Of course, this won't stop those using the subnetwork from accessing the original network if they were a mole within the group anyway. In a sense, they will be your shield.

-The Toolbox (400CP) (50% off: Tac/Comm): This pocket-sized, cube-shaped block has a Vibranium exterior, and for good reason. Not only does it have a holographic display unit to show any files stored within, but it has a big enough storage unit to store the files of an entire world-spanning organization throughout its entire history. This includes written and digital documents alike, going from personnel files to project data to even video recordings, with the added caveat of being able to wirelessly interface with other computer-based systems for ease of collection or transfer. Its holographic interface allows one to manipulate or view contents with hand motions, and possesses DNA encryption. Only the best for an organization's leader.

-Operations Office (600CP) (50% off: Tac/Comm): A good leader cannot coordinate effectively if they cannot access the information they need, nor can they distribute proper orders if they cannot see the bigger picture. This office, placed in a building or location of your choice, will give you that picture. Not only does it have a desk with an interactive holocomputer on its surface to let you do proper filing and organizational work with walls that can take video calls, but it can network to any physical operating location such as a company building or military base you own, or database that you have access to in order to command and keep tabs on them. It can even keep real-time locations and status updates of all your subordinates who are knowingly under your command and activate their communications device should they possess one. But perhaps the most important asset of all is that this desk has a drink dispenser so that cup holder in your plush leather chair can see good use.

-Project: INSIGHT Helicarrier (600CP) (50% off: Tac/Comm): Agents can do many things, and the strings of politics can win wars before a single shot is fired. Yet there are times mere words will not help. Sometimes, it takes force to remove filth. Time to get cleaning. This is a much more heavily armed version of the S.H.I.E.L.D. Helicarrier, created under Project: Insight. Repulsor engines for continual suborbital flight, a much larger variety of long-range and short-range weapons that can eliminate at least a thousand hostiles a minute, and a satellite with advanced DNA readers in orbit to assist with scanning and targeting capabilities to ensure maximum efficiency. This single Helicarrier alone could bring terror and death to a city all by itself, but its small fleet of weaponized VTOL jets for support will only add. You're free to upgrade with your own ideas if it isn't enough… but by that point all you're doing is trying to make a bigger body count.

-Wrist Bracers (100CP) (Free: Like A Spider): Spider-Pig, Spider-Pig, does whatever a Spider-Pig does. Can he swing, from a w-… erm. Right. Sorry, wrong place. Anyway, what you have here is a pair of wristbracers that can shoot out a synthetic webbing for you to either swing on, or trap people with! The webbing is very strong too, able to support the weight of large trucks or buses! They also have a holographic projector in them so you can engage in communications or access a remote computer, even an alert system if you have access to it. For an additional +100CP you can upgrade them with modes like taser webs, ricochet webs, a rapid fire mode, and even web grenades to cover a lot more enemies. Be the spider… pig.

-Slice of Heaven (400CP) (50% off: Fist Over Hand): There are places that no mortal city can possibly compare to, in both beauty and importance. After all, what is a city of man compared to a City of Paradise? While Heaven is far more grand than Earth, that doesn't mean the two have to be split apart in its entirety. Purchasing this option allows you to place the entrance to this location either in a remote mountain range as a property, or in the Warehouse as an attachment… and to make a long story short, it grants a section of the city of K'un L'un for your disposal. Fountains with water as clear as crystal, unnaturally beautiful flowers with nectar more nutritious and tasty than regular food… and a monastery which hastens the progress and gains from training one's body and Chi abilities, or spiritual abilities as well. There's even multiple rooms and storage rooms so you can create a whole Order if you wish it. Of course if a section the size of a fortress is not enough, you may purchase extra size at 50% increments for 100CP extra (50CP if you took 'Fist Over Hand'.)

-Ghostly Suit (200CP) (Free: 'Quantum Ability'): You better start believing in ghost stories, because you're in one. Technically, at least. This white combat suit doesn't offer much as far as strength is concerned, but it does allow one to occasionally phase through an object or turn either invisible or intangible for a brief period of time. Should one possess the appropriate quantum powers is when this suit really shines, granting significantly greater control and allowing the user to abuse those powers with greater regularity to become a nightmare upon the field. You might even start causing ghosts with how quickly you could kill with this suit. For the purposes of the Armor Customization Table, this counts as regular armor and not powered armor.

-Hellfire Chain (100CP) (Free: Spirit of Vengeance): The fires of the damned are a powerful force, as those who have been burned by it can testify. But fire is often uncontrolled, wild, and untamed as a force. That is why it needs guidance, to be chained and directed. Sometimes literally, as this tempered metal chain will show. When those of a fiery or infernal nature hold this chain, they can channel abilities of those natures through it to augment their strikes and the force that hits their enemies. Let the motherfucker burn!

-Hell Charger (100CP) (Free: Spirit of Vengeance): Why should you have to walk or run everywhere you need to get? Worse, why deal with the pains of public transportation? With this 1969 Dodge Charger, you'll be able to ride in STYLE. Even better, its composition allows you to channel fire of any sort into this vehicle and make it quite durable, enough that it could smash through other vehicles head-on and suffer no issue… so long as the one driving it has the sufficient firepower for it. Get it? Firepower? …come on, work with me. Anyway, for an undiscounted 100CP you may instead have this property manifest onto any one vehicle you happen to possess, but why would you give up the classic appearance?

-Prison of Hell (400CP) (50% off: Spirit of Vengeance): There is a place beyond this world. A place without light, or warmth, or hope. It is a place that feeds upon any living thing that approaches it, that even a mighty Spirit of Vengeance would never wish to roam that eternal darkness. Yet, now you have found yourself with a piece of it, for power has its price. When enemies have been slain personally by you with fiery or infernal might, you may choose to have some part of them sucked into this place to be tormented and left in pain. It is this pain that will fuel you, granting a very small amount of energy to fuel those powers. While you can never remove anyone from this place, it is always hungry for more… and the greater the pain, the more it shall help you. After all, if there's no pain then there's no gain.

-Particle Storage Container (100CP) (Free: Pymtastic!): Bottling a particle, whoever thought of that? Well, Hank Pym did, because he had to get the particles around and safely handle it somehow. Now you have a supply of tiny glass bottles that happen to fit right in the palm of your hand, allowing you to store exotic particles in them for transport or safekeeping. Just don't throw it. I really don't recommend throwing it at people.

-Ant-Man Suit (100CP) (Free: Pymtastic!): In order for Pym Particles to be used effectively on a person, there must be a special suit in order to protect them. This is due to the potential altering of brain chemicals that could happen on an unprotected person, and for that you will need this. Coming with a special helmet, it contains both a radio-link to communicate with someone and an EMP communication device to stimulate the olfactory nerve center and pheromones of insect-sized organisms. …meaning you can talk to ants. The gloves/wrists and belt also contain what you need to monitor, regulate, and control the amount of particles used to control your shrinking and growing capability, as well as to make sure you don't accidentally shrink into the Quantum Realm. For an additional undiscounted 100CP you also gain some of the Yellowjacket Suit's components, allowing the suit to fly as well as containing energy pulse 'stingers' to further defend yourself. If that doesn't appeal to you, you can instead take the 'Wasp' suit which possesses wings to fly around along with energy stinger weapons adjustable for lethal or non-lethal shots. For the purposes of the Armor Customization Table, this counts as regular armor and not powered armor.

-Symbiotic Home (400CP) (50% off: Pymtastic!): There are some homes which will do their most damned to ensure that there's no creepy crawlies within their walls. Not this home. No, this home despite being very upscale and luxurious has a veritable army of ants living within it, and not just regular ants. Fire ants, army ants, bullet ants, the works. Whether you wish for it to be placed somewhere or be a Warehouse attachment, this place has just about every kind of mundane ant possible in it, and they all serve the owner of the home. They do their best to keep the place clean and move items around to ensure you're comfortable and tended to… and trust me, they can do a lot when they work together. They're also very good at following orders and learning what you want them to do. The basement is where they all live, like a small mine filled with nothing but ants where you can talk with them and collect any ants you need. Not only can you introduce other forms of ants to them, but they'll also retain any modifications you make to them without counting as compantions. Just be careful to warn any guest that comes over.

-Sling Ring (100CP) (Free: Enlightenment): For all the mysteries and wonders that make up the life of those who practice the Mystic Arts, there are inevitably things that they cannot do themselves. Things that require a focus… such as this small, two-finger ring that goes on the left hand. To those who are trained in the Arts, it can help create fiery portals to a place that is envisioned in their minds to engage in long-range travel or even travel to adjacent dimensions. Take a walk, but remember to be careful.

-Chakra Books (100CP) (Free: Enlightenment): It can be difficult for those who are unaware of the world around them to grasp that they know nothing. It can also be difficult to show them just how small their worldview has been all this time, or help them. But the first step to learning is awareness. This is a substantial supply of books regarding the body, such as a map of the nervous system, MRIs, and more importantly, chakra points and how to open them. These maps for the body will help bring awareness to would-be students, and how to show them the wonders of the world or themselves. For an additional undiscounted 100CP, you may also gain a substantial collection of spellbooks that will assist in helping you learn the formation of spells, the art of drawing energies to power them, and the basics in casting them. Just be aware that the warning labels come AFTER the spells.

-Mystic Dojo (400CP) (50% off: Enlightenment): For the Masters of the Mystic Arts, the grounds of Kamar-Taj is their sanctuary, their fortress, and their school all in one. It is a place where they can open their mind, and truly ascend to new heights in awareness as they explore Creation itself. Alas… even they knew not to focus everything in one place, and it is with that in mind that I offer you this. Whether you wish to place this in a mountain range so that it is hidden away from the eyes of most, or have it as a Warehouse attachment, this ancient site contains everything one needs to build an order. Rooms for monks to stay in, a great library to fill with many books, a courtyard to practice, an armory for magical items you may possess, and even a storage unit that supplies as much mundane food, water, and tea to sate those who follow the Mystic Arts. Even better, those who practice here will find their minds opening more quickly than usual, having an accelerated effect that will leave training of the body and mystical practices half again as effective. …oh, and there's a wifi router installed.

-Terrigen Crystals (400CP) (50% off: Terrigenesis): There's dangerous items, and then there's this thing. A relic from the Kree Empire, these crystals are often sealed inside a container called a Diviner in order to ensure the mist that these crystals spread is kept in check. Why so? Well, the mist causes any who contain the right genetic code to undergo Terrigenesis, where their body becomes enveloped in a stonelike cocoon before breaking open and granting superhuman powers… sometimes with physical changes to help. If they don't have the proper genetic code, then they merely turn to stone before crumbling into pieces. Do be careful.

-Armored Animal Horde (100CP): The time has come… to ride. The Wakandans knew that to be one with nature and to respect it, that they must respect those who call nature their home. Those on the outskirts of the nation have taken to it more than most, and so it is because of them that these massive beasts exist. Coming in a grouping of ten, these animals are x1.5 times larger than others of their species and come with special armor that they wear that makes them strong and potent in combat. A single rhino from this group could charge through a large group of enemies with no concerns, so you can imagine what ten could do, or if you had ten armored panthers. This option can be purchased multiple times at a discount.

-Vibranium Nanite System (100CP): Holo-tables? Useful for the man of science and knowledge. But there are times you must simply watch and learn from what is in front of you. This Nanite system is a pool of blackness, taking in any data from scanners you may possess and forming images that you can view and interact with at your leisure. This can include even picking up pieces and highlighting them, taking away pieces to see what is underneath their cover, and watching things unfold in real time. For a warrior to strike, they must learn where to strike. For an additional +100CP this is upgraded to also turn into a remote operating system, letting you take control of vehicles the moment you put a Beacon on it to interface with the vehicle and see exactly what any driver would see thanks to quick installations of cameras. The upgrade comes with multiple beacons.

-Kimoyo Beads (100CP): With advances in technology and understanding thanks to the nature of Vibranium, it is only natural that quality of life would be advanced as well for the sake of its people. These beads woven into a bracelet are one such example, each one akin to tiny supercomputers capable of many different things. The primary bead has a lifetime's worth of medical knowledge placed into it, as well as being the control bead for the others that can be designated functions. These functions include recording and projecting images, remote control of various technologies as well as acting like a relay for things like the 'Vibranium Nanite System', communication, and even bedical care to stabilize various health conditions. Who knows what else you could program into them? Upon purchase you know how to make more, assuming you have the proper materials for it.

-Into the Arena (200CP): At their core, people love conflict. This conflict can depend on the person. It can be narrative conflict, personal conflict, or emotional conflict. It can also be the kind of conflict that incites blood, violence, and the death of others. Funny how that works out. You have a place to invoke such violence and conflict right here, with a stadium-sized Gladiator Arena property decked out with everything you need to do bloodshed. There's guest rooms for honored combatants, and… holding pens for those who needed further convincing. There's pyrotechnics, a large bar and grill section, speakers, and even a big luxury balcony for you and those important to you to watch the spectacle. With an attraction like this, it'll have the effect of attracting fighters and combatants in hopes of testing their mettle… and it'll also be a nice source of profit for you. Let the games begin.

-Warsong Vessel (200CP): Upon the wings of the Valkyrie, you shall fly. Through the skies you shall reign and smite your enemies. This vessel is able to keep up with about any jet fighter, and can practically turn on a dime to boot. Having VTOL capabilities means it can also float in a horizontal fashion or switch to vertical to provide a sky-high seating for anything you might want to watch! As for defenses, it's got twin laser gatling guns that can swivel around and be linked to devices on your wrist so you can activate them outside of the ship, as well as being potent enough to trash most military vessels its size. Fun times for all!

-Commodore Vessel (200CP): There are some vessels meant for war. Then there are some vessels meant for pleasure. This sleek, amazingly fast vessel is one such ship, equipped with fireworks, holographic projectors, and one of the most luxurious beds in this world. It runs quietly and can pump out music like no one's business too, so if it's your birthday then you can let everyone know! Just don't expect weapons to come standard, you might have to bring those yourself. It does however, come with some potent shields that could let it fly through a hazardous dimensional rift relatively unscathed, so there's that.

-Panther Jet (200CP): A sleek example of Wakandan technology, this machine is everything a panther embodies in the eyes of Wakanda: Stealthy, silent, and powerful. Midnight black in color and having next to no engine noise, this machine is capable of traveling from the United States to Africa in a few hours while being nearly undetectable to any form of sensors, letting one go places with only the light of their propulsion to give them away in the dark of night. It also comes with potent energy weapons to strike down foes in a sortie, and can be remote controlled to arrive in your location. For an additional +100CP, this is upgraded to a larger ship that not only has a larger space for others to travel with you but it also has medical equipment inside to aid in transporting potential patients to a place of your choosing.

-Mountainside Settlement (200CP): Not everyone is able to hide away in shields like Wakanda can. For those who do not possess the power of Vibranium, they must make do with the tools the world has given them in order to preserve their way of life. Such is the settlement like this far up in the mountains, made from wood that is sacred to the ape god Hanuman as a testament to their disapproval of Vibranium. While this large village does not have advanced technology, it would still not be out of place in the modern world thanks to the design and technology it does possess. Along with paths and hazardous winter terrain, you won't be getting many visitors here. Of course, one might think that was the point.

-HYDRA Construction Plans (200CP): Ever since the days of the Strategic Scientific Reserve and its fight with HYDRA, there has always been the need for locations that serve a multipurpose role. Ever since the subsequent dissolving of both organizations and unwittingly creating S.H.I.E.L.D. from the sum of both their parts, this has only become more obvious. So, what does this mean for you? It means the analysis and construction of high-end bases of operations. Perhaps that business corporation is actually dualpurposing as a training facility. Maybe that amusement park has an underground launch site. In short, you can analyze two properties of yours and with these plans, physically merge them together permanently into one property that still follows you and serves the functions of both… whether it is obvious or if the functions of one are hidden from the other. Of course it doesn't only have to be limited to only two properties, you can start trying to add more in one at a time… but be wary; the more times you try to alter the same location the more time consuming and complex it will get.

-Zero Matter Supply (200CP): Are you sure you want this? I mean, are you REALLY sure you want something like this? This is a special form of cosmic radiation made of pure negative energy, and while it's unstable due to being a theoretical transdimensional element, it's also contained safely in this box. It's sure to be a rather potent power source, but it's also very dangerous. It not only absorbs all ambient energy around it, but if someone biological is infected with it, they're likely to be turned into more Zero Matter. It would be an entirely different story if someone were to harness it, but that would take quite a bit of effort… and this material is very unforgiving.

-Wakandan Armory (300CP): By this point, there are likely questions about Wakanda. Questions on why they would hide such wondrous technology if they had the ability to change the world so thoroughly and elevate humanity into an age of prosperity. The answer is that not every piece of Wakandan technology is applied towards peace if entities like Ultron and Klaue are any indication. This purchase grants you access to such technologies, with things like Sonic Spears that can destroy a tank when it is fired, or Vibranium Gauntlets which can fire energy blasts capable of sending entire groups of people flying backwards and subdue low-level superhumans. There's even cybernetics here that could fire off blasts of concussive pulse waves that could crush vehicles and disrupt some forms of nanotechnology. Please be careful with who you arm with this. You may apply a discount to this if you instead take only one item each.

-Kursed Stones (300CP): Before there was light in the universe, there was darkness. Within that darkness were the Svartálfar, the Dark Elves. They were terrible creatures and wished for nothing more than to return Creation to its prior state of endless darkness. These are but one of the tools used, yet it was one of their most dangerous. By crushing the stone, the recipient's clothes and armor would merge with their skin as they grew in size by a few feet and became far more physically impressive in strength and durability. Now normally those who used this would die hours later, but these will ensure that when the time limit occurs the user becomes physically exhausted and must rest for a few days. A high price, but better than death, don't you think? These stones will also come with the means to create more, albeit slowly… but surely a fair trade-off for a device such as this, don't you agree?

-LMD Schematics (300CP): Sometimes you just can't be somewhere when you need to be. Sometimes you want to pretend that there are people around when they're actually robots. Either way, there's this concerning set of files that will in no way remind others of Pod People. It's the schematic for Life-Model Decoys, which are robots which externally can replicate every feature of a living person. They feel real, they breathe, they can eat, and hold emotions like anyone else. Of course, they can't replicate superpowers on their own, but that's where the downsides end. As machines, they possess enhanced strength and speed while being programmed with all sorts of skills and knowledge. They even possess quantum brains of light which can process a quadrillion functions a second and even mimic a brain enough that if you wanted, they wouldn't even realize they're a machine. This is dangerous stuff… but inevitably useful.

-Asgardian Puppy (300CP): Awwww, look at this little guy! He's so cute! He's adorable! He's also the size of a small car. That's what happens when you take the mighty Asgardian Wolves and reveal a puppy. He's already pretty tough, able to run significantly faster than a human and use steel pipes as chew bones, but he'll end up getting bigger. Much bigger, dwarfing a semi-truck in size. That'll only do wonders for his strength, speed, and durability. It'll take some time to get there, however… maybe you can use that time to explain to Hela why there's a second hound running around.

-Casket of Ancient Winters (300CP): When Odin took charge over the Nine Realms, he collected dangerous items that could threaten the peace of all who lived within them. He hid these away, to ensure that they could not be used on the innocent. But you know, not like that stopped a good episode of Storage Wars. A small cube the size of one's head, it contains the infinite icy cold of Jotunheim. Able to summon a blast of icy cold that can freeze enemies solid, or a vortex that could freeze an entire landscape while significantly augmenting any ice abilities you possess. Given enough time, one could theoretically bring about a new Ice Age with this. Just be careful, alright?

-Eternal Flame (300CP): Many things are locked within Odin's precious vault. Things that could shake worlds, or end them entirely. Things that if unleashed without concern or care, could spell certain doom for those unfortunate enough to be caught by the wrath of its wielder… so that's why we're just going to sell one such item with a total disregard for your intentions. This peculiar item is a mystic flame which can never be extinguished, due to being the true essence of the fire giant Surtur. As such, the flame has the power to revive the deceased as undead warriors to do your bidding, and can empower fire abilities to some extent. It also has the bonus of accepting any flame you introduce to it, drinking to add them to its own embers. But be warned… the more you add, the more problematic it could be if someone else found it and used it against you.

-Fire Drake of Muspelheim (300CP): Oh this one's a little cutie. Look at how red their scales are. Look at the embers hissing out of their exhaust ports. Wait, exhaust ports? Oh, right. This little bugger hails from Muspelheim, a place of fire and rock ruled by the great Surtur. They're already fairly tough, able to breathe fire and roast a person while doing hops with their fiery back nozzles. But they will grow. Oh yes, they will grow a great deal and soon become bigger than a semi truck. Their teeth will be like swords, their claws like spears. No wings to complete the reference, but it's a literal jetpack dragon that can breath fire and speed around. How is that not cool?

-Field of Heart-Shaped Herbs (300CP): Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors… and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America… and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.

-Dwarven Forge (500CP): There is a place called Nidavellir. A place that has contained a dying neutron star, it was known for creating some of the most powerful weapons to exist in all of the Nine Realms. Forges were heated eternally from the heat of this star, strong enough to kill even the greatest of Asgardians were it not for one of the weapons forged in this very place. The mythical Uru springs from this place, metal that is used in the weapons of the gods. Such a place would cause untold prosperity or ruin depending on who held this place. Mayhaps the dwarves who controlled such a place realized the dangers of only having one, so there is a second structure that has been hidden away in the event Nidavellir was attacked. Maybe call it Myrkheim? Regardless, the heart of a dying star is yours to use in these mythical forges. Great works shall be created in these halls. Terrible, but great. Just don't get in the way of the focusing lens. It could kill you.

-Sanctuary II (600CP): By all the entities of the cosmos, what strange turn of events would allow you to acquire a vessel such as this? Should the Mad Titan find you somehow possess this then there would be a terrible war indeed. Spanning miles across and possessing its own FTL jump capabilities, this vessel brims with energy weapons while containing multiple ships to deploy such as the round Q-Ships and diamond-shaped drop pods to deploy any number of troops. Troops that include the mindless Outriders, tall and multi-armed who exist only to serve the whims of you or those you command. Cybernetic Chitauri serve as stewards of the main vessel, which holds labs and fabricators while even holding small arenas for warriors to spar with each other. Most importantly, it also comes with a main hall that holds a massive stone throne upon carved stairs so all will know who is truly the master of this vessel and the world it hovers over.

ARMOR/POWERED ARMOR CUSTOMIZATION:

There is something I'm sure you have noticed among those who change this world, friend. …no, it's not that they tend to make quips. The heroes and villains tend to adorn themselves in unique forms of armor and equipment most of the time, ensuring both a protection to their bodies and an augmentation to their repertoire of abilities. It is this equipment, this armor if you will, that tends to assist them in their goals. You too will have the ability to obtain an armor to assist you in your goals.

But first, you must choose. In the event that you did not see anything above that pleased you, I'll offer you some additional options:

<u>Powered Armor</u>

-War Machine Mk. IV (200CP): A suit of powered armor similar to the eponymous Iron Man armor, this suit is made of a composite material of gold and titanium, granting it quite the durability while its Arc Reactor grants considerable strength to its user. This means they can tank things like being thrown against an airplane with superhuman strength or lift a car with ease. The difference however, is the considerable amount of weaponry on this suit. Multiple machineguns in the arms, a shoulder-mounted machine gun, and sonic weaponry along with the standard repulsor technology means there will be no shortage of methods to do damage.

-Iron Man Mk. XLIII (200CP): The Mark 43, this Iron Man powered armor has the usual gold-titanium composite and repulsor tech along with its build-in Arc Reactor to allow it a wide range of attacks and movement. Aside from its shoulder-mounted mini-gun pods, however, this suit shines in its utility functions. It can house an A.I. to assist with information retrieval or subterfuge, possesses infra-red scanners to see through walls and obstacles, and even split into multiple pieces that can act on their own as needed. Sometimes, flexibility is a weapon all in itself. For an additional +100CP, you may upgrade this into the Mark L armor, which turns the suit into Nanotech that is able to reassemble, shift, and alter itself in order to create or modify its equipment to aid the user as needed.

-Iron Monger (200CP): Oh… oh dear. There's a War Machine, and then there's this powered armor. It doesn't have as much in the way of maneuverability or utility, and it doesn't even possess repulsor technology despite its Arc Reactor. What it does possess is the ability to ruin someone's day in a big way, bristling with much greater durability thanks to its Omnium chassis and greater strength up to at least fifty tons thanks to its size. It also possesses gatling guns, grenade launchers, flight thrusters, a missile system, and even a laser-guided warhead. If you want to wage a one-man war, this is the suit to do it in.

-Iron Spider (200CP): Well well, the neighborhood hero got an upgrade! Thanks to the ridiculous intellect that is Tony Stark, this suit comes with a variety of features that doesn't normally come with powered armors. Extendable limbs to increase movement, neural interfaces to control the suit like one's own body, armored web shooters so enemies can't just shoot them off your wrists, and even a self-contained environmental system to survive the vacuum of space. Like the other powered armors, it also comes with the means to house an A.I. unit to aid its user.

Regular Armor

-Kree Armor (200CP): While this technically counts as a technologically advanced battlesuit, it is still armor nonetheless. Looking like a black leather armor set that covers the body, this artifact of the Kree grants significant protection against weapons or attacks, and even enhanced strength similar to what one might expect the Iron Monger suit to possess. Alas, that is all it does for now, though it is rather receptive to unusual energies to augment it further.

-Black Panther Habit (200CP): As a suit that has been passed down from warrior to warrior, it is a sacred item that has done well in proving the strength of Wakanda. Now through the power of points and cheating, a version of it has been passed to you. Constructed out of Vibranium, its ability to absorb and redirect force makes it a very useful suit that can withstand bullets, rockets, and even fall several stories to land unharmed. This suit also comes with retractable claws made of the same material, letting you cut through nearly any material save materials similar to it. Let the hunt begin. For an additional +100CP, this is upgraded into an improved Panther Habit with nanite storage technology, enhanced kinetic absorbing and dispersion, and even sound dampeners so you make no sound at all when you move around. You can optionally make this variant the Golden Jaguar version if you go for the upgrade.

-Hammer Industries Battle Suit (200CP): Justin Hammer may be a fool who's ego writes checks that his intellect can't cash, but his company still knows how to produce some very effective weapons. This battle suit is one such weapon, able to absorb and store kinetic energy to redirect as needed. This means you could sit there and let someone punch you or shoot a gatling gun at you, and you wouldn't even feel it… before redirecting that kinetic force against someone with super strength. The maximum input and output at a time caps out to around fifty tons of strength at a time, but surely that's not a problem for you, right?

-Armor of the Mad Titan (200CP): A curious development, to possess an item such as this. Were you a servant of Thanos at one point, or did you raid his armory somehow? Whatever the case, you wield this impeccable black and gold armor now. Woven with threads from cosmic shores and tailored to suit you perfectly, it offers significant protection while allowing full range of movement. The golden plates that adorn this armor will also grant significant protection from blunt force trauma, letting you take hits from wrecking balls or punches from beings with super strength to let you just keep attacking them instead. Go forth, and walk this cosmos a Titan.

But we can't leave it like that, can we? That would just be a disappointment to you. No, we need to offer you quite the array of choices. The bells and whistles, as it were. The trimming, the glitter, the cupholders, however you want to describe your desire to change something until it is your own. So let's get you started with some initial options to help enrich your experience and decide how you want to do this.

-Suit Up* (Free): It is time. You have collected an armor of sorts from this world and it is time to put it to good use. Whether you collected an armor from Part 1 or from one of the options above such as an Ant-Man suit or the War Machine, you may select one armor or powered armor to be imported into the customization table below. If that doesn't strike your fancy, you can make one from scratch instead! You cannot take 'Outsourcing' with this unless you use 'Call Trisha' to import an additional armor.

-Outsourcing (Free): There are the kinds that prefer their personal touch and do not wish to rely on the work and designs of others. It is a respectable gesture that should be granted the opportunity to shine, no? That is why with this option, you may import one armor or powered armor that is not of this setting to use in the customization table below to augment it further to your exact specifications. You cannot take 'Suit Up' with this unless you use 'Call Trisha' to import an additional armor.

-Call Trisha (50CP) (First Purchase Free): Oh? You do not wish to settle for just one armor? Such an act cannot be faulted, for even Tony Stark knew the benefits of keeping multiple armors in store in the event that he needed them. So for an additional 50CP per import, you may bring in another armor or powered armor (whether it is from here or elsewhere) to be run through the customization table below. Be prepared, right? You may only take this option three times.

Love Sandwich (50CP): Ah… so you're one of those types. The kind that decide two good things would be even better if put together. Peanut butter and jelly, eggs and toast, marshmallows and hot chocolate, a woman and her twi-RIGHT THEN. The point is two good things should make one amazing thing. So using this option, you may take two regular armors or two powered armors, then merge them together for one glorious end-product. You may only do this option once, merging both of their budgets together. Do try to be wise about your choice, mm?

Each Armor you decide to import will be given a budget of +1000AP to be used on the Armor Customization table. Unless…

-Spinning Rims (50CP): A mere 1000AP isn't enough for you, not if you want to get that shiny look on top of that enhanced death laser. Of course anyone who has armor would want it to be the best, and to have the best you need to pay for it. Each 50CP you spend here will be converted to 50AP on a 1:1 ratio, with this option able to be purchased multiple times. This option only goes towards the budget of one armor, not all armors, so choose carefully on which one is your pride and joy.

*For the purposes of this table, if the armor that has been imported already possesses a quality in this table, then purchasing it will upgrade the technology or functions that it already possesses.

Regular Armor:

[Power Sources]

-None (Free): The good ol' basics! This means you have nothing tying down your suit, letting you run and gun all day without fear of your armor giving out on you on its own. A classic for when you're on a budget.

-Batteries (50AP): As a suit becomes more complex, it needs the proper structures to keep it up. As this happens, it requires energy in order to make sure those structures continue to function. That's why there's these super-efficient battery packs that can fit on one's limbs or belt in order to power any devices you may happen to have. All you need to do is plug the armor in somewhere and it'll start charging! For an additional 100AP this option can be upgraded into powerful Chitauri Energy Cores, which is sure to not only supply but augment any technology you place upon this suit.

-Kinetic Coils (200AP): There are piezoelectrical properties, and then there is this. Everyone moves around, everyone walks. This means you can derive electricity simply from walking around and taking hits from punches and bullets in order to store an energy charge for your devices. Of course, this is expensive because it also functions as both a good offense and defense, allowing one to take a tremendous amount of physical punishment before redirecting the force to dish it out. If you desire it, for an additional +100AP you can dramatically increase the amount it can store and the vectors it can absorb, allowing you to take small missiles or get hit by a semi-truck without turning into paste. Just be mindful of the levels if you use it as a weapon.

[Defenses]

-Armor Patches (50AP): Mere cloth cannot protect one against punches or bullets! It's a dangerous world out there, you need to be prepared! Fortunately for a tiny sum you can slip in these armor patches in between the fabric of your suit so you can gain some additional durability! Each purchase will augment the durability further, with a single purchase allowing you to take small-arms fire. A few of these wouldn't hurt, would it?

-Plated Limbs (50AP): Whether you wish for the glory days of knighthood, or simply realize that there are some assholes who enjoy going for your arms and legs, there's always bolstering your protection on those limbs with these external plates that become a part of your armor to ensure there's significantly extra durability that goes to your limbs. Multiple purchases will increase the quality of durability placed upon these limbs.

-Carbon-tape Interior (100AP): You know what really sucks? When you're walking around and someone decides to taser you or throw some lightning at you. Bit of a problem if your nervous system can't take the strain. That's why there's this little upgrade, which will practically take a bolt of lightning and still keep trucking along while protecting the wearer from dancing like a doll from the sudden jolt! Just be careful not to take repeated hits.

-Bullet-resistant Fabric (100AP): Let's all be honest. Whether it comes to robbing other places, or jumping into a group in the process of robbing others, one thing stands out: You're going to get shot. Most likely you're going to get shot a lot. So why not build yourself up by making your outfit out of this fabric that can resist things like pistol rounds and small-caliber rifles? Grenades might be an issue along with point-blank shotguns, but most things below that won't be able to pierce this fabric. Just mind the bruising.

-Kinetic Gel Interior (100AP): There is such a thing as bulletproof, but not everyone can afford the rare Vibranium needed to deal with the other issue of high-velocity impacts: Kinetic diffusion. You may be blocking the projectile, but you still need to deal with the kinetic impact. These packs of gel lining your armor will help out with that, ensuring that bullets and rockets striking you, so long as you block them, are capable of diffusing the kinetic impact and preventing your insides from turning into goop.

-Vibranium Weave (300AP): Ah, now we're getting into the thick of things. Vibranium is one of the most versatile materials in the world, so it's no surprise that the nation of Wakanda managed to figure out how to make a fabric weave of it to create a suit. Capable of taking a tremendous amount of damage thanks to its kinetic redirection and diffusion properties, the suit will even be able to fall off a multi-story building and leave the wearer relatively unharmed. Should you purchase 'Kinetic Gel Interior' with this, there will be multiple layers that can ensure you would survive a fall from a few thousand feet with nothing but bruises to show for it.

[Weapons]

-Integrated Weapon (50AP): Why have a weapon right out in the open? Sure it looks impressive, but showing the enemy your full repertoire right off the bat can be a bit problematic. Why not have a backup or mislead them? Every purchase of this will grant you an integrated weapon of sorts, like claws on your fingers to cut at someone, or guns hidden on your wrists, anything like that. Of course, you can also use multiple purchases to improve the one weapon's effectiveness or strength as well.

-Stun Bracers (50AP): Not exactly lethal, but it never hurts to have a non-lethal option in your bag… or to cheat. Nothing wrong with cheating occasionally. These bracers will be affixed to your armor and fire off little blue balls of electricity that can drop a grown man with one strike. Enhanced Beings might be a bit tougher, but even a second or two's worth of distraction might be enough for you, no?

-Hydraulic Gauntlets (100AP): It's a basic law of physics that when you apply ample kinetic force to something, that it has the potential to break. How pleasant for you then that you have these little aids to ensure that said breaking occurs, hydraulic pistons attached to a metal plate on your arms. With the proper hand motion you can make the plates snap into place and proceed to punch someone, the plates engaging from their dormant position to effectively amplify the amount of force you have placed into your punch by twice their normal amount. For each time you purchase this option, it increases by a 50% addition. Get the bang for your buck.

-Wristbow (100AP): Guns are fancy and make all kinds of noise, but what's wrong with going with the silent approach? This wrist-mounted arrow launcher comes with a small selection of arrows ranging from normal to tranq darts to explosive-tipped with the force of a grenade. There's even an EMP arrow in it that can knock out a computer it hits. The automatic quiver device will load up the arrow you desire so that you don't have to think too much on the fly.

-Wasp Stingers (100CP): Nobody likes wasps. Nobody. They just keep stinging and stinging with no regard for others. Whether you prefer a theme or just like channeling the hatred of the wasp, these wrist-mounted stingers will do the job. Able to punch through solid stone, these weapons can deal out some serious damage in a hurry. If you're not the killing type, you can instead dial the energy down to incapacitate or knock someone out when you shoot it at them instead.

-Satan Claw (200AP): No, this is not a demonic item to torment and corrupt. The kind of pain it can deliver however, can easily lead people to believe otherwise. Along with being a powerful strength augmenter, this mechanical gauntlet can fire off electrical shocks that can range from flat-out killing someone with a strike to more horrific purposes… like flaying the flesh off of a man's bones like peeling off strips of bacon. One purchase of this grants you this gauntlet on both arms and allows you to drain electricity to recharge your suit.

-Vibro-Shock Gauntlets (200AP): This thing looks more like some kind of alien sci-fi launcher with its three extendable antennae and glowing sphere than an actual gauntlet, but the forces one can wield with this cannot be denied. By projecting a concentrated blast of air that vibrates at an intense frequency, this can effectively be used to weaken the foundation of something for a quick disassembly or to slam someone with great force at a distance. Of course, you can always adjust the intensity, speed, and spread of the air blasts for various effects too.

-Laser Backpack Unit (300AP): Well now you're getting serious. This backpack unit has a series of four energy 'pulse stingers' that can be fired off in small bursts or extended periods, and their damage is great enough that they could burn through concrete walls and metal within a short amount of time. Without a proper guidance system there might be a few issues fully aiming them anywhere instead of forward, but as they are they can still slag the majority of what stands in your way.

-Panther Blasters (300AP): This may not be any Eye of the Tiger, but after this folks are going to want to handle the tiger instead. Able to be changed up or go into rapid fire mode, these gauntlets fire off energy blasts that could not only launch groups of people back with the impact but also are capable of dealing enough damage to subdue low-level superhumans with potent defenses. The might of Wakanda is with you thanks to these weapons.

[Utility]

-Hidden Pockets (50AP): Never be caught unprepared. It's a lesson that's learned by the best, and you want to be the best, right? Each purchase of this will grant your armor a set of hidden pockets that can either be empty to fill with your own tools, or can come prepackaged with lockpicks, tiny daggers, fake IDs, and even a rope! Don't ask how the rope fit.

-Designated Weapon Slot (50AP): Perhaps you have a personal weapon that you enjoy. Perhaps you want the joy of being able to carry it around without needing to hold it all the damned time. Fret not, for a purchase of this will grant a sheath or harness attached to your armor that will ensure easy access to your preferred weapon.

-Gadget Belt (50AP): This may not be the continuity of the Batman, but there is something to say about following one's example. This option grants you a nice little belt with various pouches and holders that can let you stuff away all kinds of personal tools that you need. Personal symbol at the front of the belt is optional.

-Gadget Bracers (100AP): Everyone loves computers on their wrists! Well, computers or some really neat toys. This small addition to your wrists comes with a small net launcher, a grappling hook, and a computer system that monitors any electronic devices on your armor as well as armor integrity. Of course if that isn't enough, it also collects combat data on anyone you happen to be fighting at the time.

-Glider Wings (100AP): It's no jetpack or metal wings, but it'll help if you need to guide yourself during a long fall. Hidden in the arms and legs, a small trigger deploys these unusually strong cloth additions to act as makeshift wings, letting you control the direction you fall as well as slowing yourself down to some extent. Fall with grace, my friend. Fall with grace.

-HUD Helmet (100AP): There's occasionally the issue with one's head being exposed at times when it comes to armor. There's also the occasional issue with needing a computer when you don't have one available. This option solves both, granting you a durable titanium helmet that keeps your brain from being turned to mush by a random sniper, but it also provides you a nice HUD unit that will link up to any computer that you happen to possess. More of a supporting tool, but potentially useful.

-Svartálfar Enhancement (600AP): Oh… dear. It is one thing to work with material and laws of mortal ken, but you step in a realm even the gods have been hesitant to tread. The home of the Dark Elves is one of shadow and malice, which has now taken hold upon your armor to twist it. This bestows such power as withstanding gravitational forces that could turn men into paste and warping one's personal gravity to the same extent while diverting light to attain such a form of invisibility that even the mighty Heimdall could not lay eyes upon it. Worse, your attacks contain minute traces of dark matter, which could corrupt and break apart victims into piles of dark matter if struck with too much too quickly. Of course, nothing stops you from using this dark matter to repair your armor. Darkness shall consume.



Powered Armor:

[Power Source]

-Batteries (Free): The average expectancy when it comes to powered armor, these batteries will ensure a relatively long and stable operating time for your activities. Though it should be noted that extended periods of battle may be an issue, as operating everything at a heightened level could take a greater toll.

-Arc Reactor (50AP): A little device the size of one's fist, this reactor goes into the chest of the powered armor to provide a much greater operating time for its user thanks to the absurd amount of energy it can provide. Using a Palladium Core, this device could let the armor go for weeks on end before needing a replacement of the core. Fortunately, a purchase of this reactor ensures that you have a replenishing supply of cores.

-"Badassium" Reactor (200AP): There is the ARC reactor, and then there is its better, more successful cousin who seems to have everything you don't. Unlike the original version which requires Palladium Cores, this one seems to utilize a different sort of element which contains far more power along with a higher output, which of course means more options or just a longer duration time before needing to do anything with the core. Of course if that isn't enough, for an additional 100AP you could always buy the upgrade which allows you to place miniature Reactors all along your armor for back-up power sources or to give you more 'oomph'. Just be careful, the legal team's still making a fuss about the name.

[Defenses]

-Armor Plating (50AP): All the whirring of the servos and the hum of a power source make for a fine telltale sign of powered armor, but those are also telltale signs of where an enemy has to shoot to disable your suit. Anyone will tell you that such a thing is not fun. That's why there's these armor plates to fashion over your equipment and any other part of yourself that you feel needs to be protected! Multiple purchases of this option will enhance the quality and durability of these plates.

-Multiple Layers (50AP): But why settle with just one layer? Onions have layers, armors have layers. It's a no-brainer. So why not get some additional layers? Purchasing this will grant a small secondary layer of plates over your primary ones, that will take hits and shed themselves off so that the primary armor underneath is pristine and ready to keep protecting the vital component inside: You. Of course you can always take this multiple times, but… I don't really recommend too many times. Unless being a giant ball of armored layers is your idea of a fun time.

-Computer-Assisted Dodging (100AP): There's also another amazing defense out there for the nimble and the active; it's called 'not getting hit'. Not every battle has to deal with you being a wall, after all. This isn't DC Comics. Anyway, your armor systems contain a tactical computer which will scan and analyze the enemy's fighting pattern, then assist you with quick movements and suggestions to dodge out of the way for a quick counter-attack. You can turn this off at any time, but it won't put you in any obvious danger like making you dodge off a cliff or into a death hole.

-Electrified System (100CP): Maybe you're knocked out, or maybe someone's about to try and rip something off of your suit. That's an expensive piece of equipment, and you need to be able to tell them off for trying to ruin your machine. This little addition will help with that, running a current through the armor plating of your suit that will deliver a nasty shock to anyone in contact at the moment. It'll be a good way to keep others from getting in. Or if you want to perform the ultimate buzzer prank.

-Point Defense Weapon (100AP): Missiles, throw objects, grenades, they all share two basic facts: They can potentially hurt your armor, and they can be shot down. This upgrade places a remote cannon on your shoulder that can be deployed at any time, focusing on detecting any incoming projectile and targeting it in order to stop it in its tracks. A bit flashy, and it may not help if something is supernaturally fast in its default state, but the majority of modern methods of attack will be stopped or hampered by this automatic system.

-Omnium Infusion (300AP): Okay look. If anyone asks where you got this, just claim that it fell off the back of Stark's truck or something. It's as good of an explanation as anyone's going to get that isn't just flat cheating. While Vibranium is versatile and is good at kinetic redirection, this material is meant to be closer to the metal known as Adamant-…wait that's right, we can't use that name. ANYWAY, Omnium is a steel alloy that's significantly stronger than titanium and can take a lot more punishment than a suit made of the infamous gold-titanium composite. Really, by this point the weakest component of the suit would be you.

[Weapons]

-Integrated Guns (50AP): When in doubt, settle with dakka. Each purchase of this option will install a small machine gun on your arms or somewhere else on your armor that's ready to pop out and start shooting as needed. It's basic, but it'll get the job done.

-Augmented Servos (50AP): Depending on who you ask, the answer to what makes the greatest weapon will be 'your fists'. They're good tools, so nothing wrong with that logic right? Each purchase of this option will augment the servos on your suit, allowing you to lift a few extra tons each time! Useful for all kinds of things, but especially useful in punching the hell out of someone.

-Sonic Cannons (100AP): DROP THE BASS. This little weapon addition employs a pair of high-powered sonic cannons right on your arms, allowing you to try and subdue someone nonlethally so that you can bring them in for whatever you wish. That or you can crank it up and liquefy their brain from the frequency, whatever floats your boat. …and yes, you can make it play music if you wanted. Not sure how seriously you can be taken by making it a music cannon, but no accounting for taste.

-Augmented Whips (100AP): A little unorthodox when it comes to a weapon, but one cannot deny the effectiveness of this device when used properly. A large bundle of energy whips with conductive cables, this high-energy weapon can slam someone with enough force that even power armor would take damage from it. It also has a motorized pulley system so that you can wrap someone in the whips then reel them in for a nice decking. Whip it good!

-Bomb Dispensers (100CP): Why would you need to throw explosives onto an enemy and see them perish in a cloud of fire? Bombs. Bombs is why. Using the wonders of nanotechnology, your armor can be equipped with a miniature fabricator designed to create fist-sized bombs that go off with a decent amount of force. From there, you can choose to have your suit launch the bombs like an RPG, or you can have them ejected from your suit as you fly over someone to carpet bomb them. Make it all burn!

-Repulsor Tech (200AP): The iconic armaments of the Iron Man armor series made by Tony Stark, these devices work by using magnets to generate and focus energy through an electrostatic lens to fire off a concussive blast via high-density beams. Fortunately as a result, you can dial these beams to either feel like a hard-hitting punch or turn it up enough to simply vaporize the enemy in front of you. It's a bit nasty, but it'll get the job done. As a plus, you can likely figure out how to fly with this!

-Military Suite (200AP): Go big or go home. Using dainty strength or nonlethal blasts can only go so far when someone wants to kill you, so why not return the favor? Just shoot them! A purchase of this will grant a miniature missile system on your back, a minigun to be placed on your shoulder or arm, a grenade launcher, and even a small laser-guided warhead. Show them that you mean business.

-Plasma Array (300AP): Welcome to the future, friend. No longer do you deal with bullets or rockets or such primitive functions. No, you've learned since the Incident, and have upgraded. You instead have two plasma repeaters on your arms and one of your shoulders carries a larger plasma cannon that can fire off and detonate a truck like it was a Pinto. I mean, they're all like Pintos when you think about it, but your cannon can do that to vehicles for real!

-Klaue Cannon (300AP): When a certain black arms dealer found himself needing a hand after a run-in with Ultron, he needed something beyond the wonders of modern technology. This Wakandan mining tool refashioned into a weapon suited his needs well enough, being powerful enough to destroy even Wakandan vehicles that were bulletproof while packing enough sonic and electronic forces to disrupt various forms of electronics your enemy may be possessing. Perhaps you're trying to mine corpses?

[Utility]

-Clamp-down System (50AP): Sometimes you just need to plant yourself like a tree and tell the world "No, you move." This system will let you do just that, anchoring yourself down with plates installed on your feet that will make the ground break before the system does. Perfect for turning yourself into a stationary weapons platform or for gaining leverage for certain tasks.

-A.I. Slot (50AP): While not an actual A.I. system, this modification to your powered armor at least grants you the possibility. By using this remote chip you may select one A.I. in your possession to accompany you within the suit, giving you assistance and a second perspective when you need it. Just choose the right A.I., okay? It'll be crowded in there if you pick someone you dislike.

-Smart Targeting System (50AP): We're not saying that you don't have a good eye. Maybe you do. But this would be one less thing you have to worry about, wouldn't it? A purchase of this would mean you could detect threats, and have your armor give assistance in aiming the weapons to strike them down. Think of it like a minor aimbot to help you. It might be cheating, but all's fair in love and war.

-Additional Thrusters (100AP): Who doesn't like flying? It gives a full range of movement that those restricted to the ground cannot comprehend, and it lets you lord it over them as well. A purchase of this will grant you two small thrusters so that you can fly around just like Iron Man would, without the issue of being unable to fire weapons off at the same time. It'll also give you some little flaps on your armor to help with air brakes in the event that you need to stop quickly. If you have thrusters, this will just improve them! …or give a second set. No one's judging. This can be purchased multiple times.

-Modular Construction (100AP): The ol' spinning rims as it were. This is why Tony Stark's suits are so flashy, because of how well they can fold in for storage or unfold to spread over the wearer. With this purchase, you too now have a suit that can fold up to be stored in a 'compact' mode or easily be taken apart into pieces to be modified in individual pieces. The amount of versatility that this should give you is rather blatant, or at least it should. This also comes with a 'ring' system which will help you take apart the suit when you're trying to get some downtime.

-Recall System (100AP) (Requires 'Modular Construction'): Of course… if it's taken apart, why not let them work while apart? A series of cybernetic implants in your arms will allow you now to mentally control pieces of the armor, letting them all work individually. The suit pieces also contain their own miniaturized thrusters so that they can fly and maneuver as needed to attach to you, or someone else or all manners of purposes. Just be careful, there's apparently a learning curve with it.

-Iron Legion (600AP): Sometimes, being a one-man army isn't enough. Sometimes you need the might of something greater to strike at your foes. The might of a legion. What you have here are ten fully functional drone versions of your powered armor, albeit with only slightly weaker specs. These drones are fully capable of group tactics and collecting data to learn and adapt to tactics, all while their master programming are slaved to your systems. Even better, this set comes with blueprints and a small 3D printer that will continue to produce drones as needed to replace or repair your broken soldiers… or update them as your armor is tinkered with. Let the fists of all strike as one.



Shared Section:

-Aesthetical Upgrade (50AP): Oh come on, who doesn't love having brand new decals on their armor, or to put engravings on the plating, or even to put on useless little lights that could make the armor fit in a Tron setting? Boring people, that's who. So a purchase of this can give you a redesign of your armor's outer exterior so its colors, engravings, and light patterns can be altered to your whims. If you are using an armor that has been imported from a purchase you made in the Marvel Cinematic Universe, you may take this option for free for that specific armor.

-Shapely Redesign (50AP): Not a fan of how your particular armor is shaped? Or maybe you just want horns on your head, or want to have multiple arms. Fret not, for a purchase of this will allow you to change the shape of your suit and allow for a larger or smaller height as well as design the suit to be a different shape, aesthetics-wise. Why, it'll even apply nonhuman features such as the aforementioned horns or multiple arms! If you are using an armor that has been imported from a purchase you made in the Marvel Cinematic Universe, you may take this option for free for that specific armor.

-Sick Cape (50AP): While this is technically stealing from the fashion of the Asgardians, they shouldn't be allowed to have all the fun. That's why there's this option, to grant you the chance to gain a really nice looking cape that can flutter in the wind and be any shape or color you please. It can even be shiny and translucent like Vision's cape!

-Slim It Down (50AP): Armor to look like a modern knight can be fun, but what if you don't want to be so conspicuous? What if you want to be able to hide your armor under a coat or something? That's why there's this, shrinking the thickness of your armor and making it much more easy to hide while keeping the same amount of effectiveness. Just don't ask how it got done.

-Bulk It Up (50AP): Forget being tiny! You're no wuss, you want to be huge! HUUUUUGE! That's why this option exists, to really make your suit look like a bruiser or a mini-mech in its own right without losing any of the speed or reaction time that your armor may possess. You might get comments of 'thicc' by some strange people, but clearly they're just jealous of your massive might.

-Sensory Filters (50AP): They say that too much of anything can be a bad thing. This can also extend to too much sensory input, a fact that comes as a surprise to absolutely no one. Fortunately, this modification to your armor will help you regulate how much you take in, ranging from hearing to light and even smells. Just don't shut too much out, okay?

-Maintenance Reduction (50AP): You don't always have time to deal with the constant wear-and-tear of everyday use, not when there's a battle that could come up at any time. That's why there's this nifty upgrade, that will significantly reduce the amount of damage or stress your armor collects from everyday use. Even better, for an additional 50AP this will include any potential damage that could come about from something like punching someone with super strength, so that way you don't have to worry about something like your armor breaking apart just because you punched too hard. You just have to worry about Janitor Jimmy down the hall who's actually a HYDRA agent.

-Talon Feet (50AP): There's clamp-down systems to ensure that you can't move, and then there's these systems to make sure you can move things with you. Powerful boots that take the form of talons, they've got an impressive grip strength that can let you lift up to a thousand pounds provided you had the movement capability to take off. They're also sharp enough that they could rip through flesh very easily. For an additional +50AP, the grip strength could be enough that it would let you hang onto a moving cargo plane. Claw at opportunity!

-Device Integration Slot (100AP): You ever have that problem where you found this really awesome device or machine that you use regularly, but you really wanted to link it up with your favorite armor somehow? Don't worry, someone out there heard your plight and installed this once-per-purchase upgrade slot that will allow you to stuff a machine up to the size of a backpack into the suit and it'll be seamlessly integrated! Put that flight pack on your back, or put the Vibranium database in instead. It's your call, and you can purchase this option more than once. Just remember, once it's integrated you can't un-integrate it. No backsies. If you're wanting to integrate a device from outside of this setting, the price goes to 200AP instead to account for the unusual conflicts it may otherwise have.

-Environmental Protection (100AP): It is a pitiful way to be harmed or injured just because your surroundings were a bit hazardous. Who could live with themselves if they died to extreme heat or gas or anything like that? That's why there's this upgrade to your armor which can protect against extreme temperatures as well as provide an air filtration system that will prevent such troublesome things from bothering you. A secondary purchase will include functions so that you can temporarily function within deep space or brave some of the more treacherous depths of the ocean. This will let you focus on what's more important: Shooting things.

-Stress Distribution System (100AP): There's a reason that the joints of an armor are often targeted when the wearer of an armor is doing something strenuous. They're like keystones you see; you hit that bulls-eye and the rest of the dominoes will fall like a house of cards. Checkmate. None of that for you, however. This upgrade not only puts additional protection on the joints, but also integrates a harness within the armor that evenly distributes the strain of lifting something

-Fire Suppression System (100AP): Contrary to whatever beliefs one might encounter when traveling the world and witnessing what can be done, sometimes fire is not your friend. It can damage your internal systems and just make things a pain, which you don't want when you're in a fight. That's why there's these micro-emitters installed all along your armor which can quickly flush the afflicted area with a substance that won't harm any electronics you possess but will eradicate fires near-instantly. It's also beneficial for kicking out annoying tic-tac men too.

-Improved Sensors (100AP): Nothing wrong with playing detective every once in a while. But if you want to get into the game, you need the tools for the job. That's why there's this upgrade, augmenting the scanning equipment on your suit so that your hearing, eyesight, and various modes of detection are enhanced. If you don't want the full suite you can instead focus the upgrade to one area and make it a much more significant upgrade to specialize! You may buy this option multiple times if you wish.

-Metal Wings (100AP): There's gliding, and then there's flying. There's this bad boy that can help you take to the sky like a terrifying bird of prey. Equipped with VTOL capabilities thanks to the fans installed in, these wings can help you zip around a city in no time while keeping up with moving planes for all of your no doubt heroic needs. …that is why you're getting these wings, right? For an additional +100AP, they come with a high-altitude vacuum seal that can let you attach to the bottom of a high-speed vehicle without any concern for atmosphere so long as there's something inside. Just hope you've got the tools to get in yourself.

-Sneakers (100AP): Silence is golden if you're the kind that doesn't want to be noticed. Sure there's active camouflage and there's flying, but what about if you're packing half a ton's worth of equipment? You need something for that, at least. Not to fear, for this upgrade will allow you to walk around with no sound to your footsteps. As in no sound whatsoever. People might think you're a ghost if you move and make no noise at all, or wonder if they've somehow gone deaf.

-Nanite Storage System (100AP): When the king of Wakanda needed to upgrade his equipment to stay ahead of the modern world, one of his concerns was wanting to have his armor on him at all times in the event of an emergency. Better to be prepared than to suffer loss that you could have prevented, after all. Using this item to store your armor in a piece of jewelry of your choice like a necklace, this upgrade converts your suit into a slew of nanotechnology that can be compacted down and summoned immediately upon touching the jewelry. Using it the first time creates a biometric scan which ensures only you will be able to use it. For an additional +100AP this also grants something of a healing factor to your suit, allowing it to self-repair and heal itself on the battlefield, at the cost of reducing defenses until you get enough materials to make up for the spread-out nanites or supply enough energy to let it reproduce enough. For one final addition of +100AP you can adjust and redesign the suit on the fly with nanite redistribution, in order to strengthen aspects of your suit, create weapons or larger thrusters or whatever you decide to program into your suit. Never be unprepared anymore.

-Swapping Upgrade (200AP): It's okay to be envious of the inevitable conclusion to armor. It's also okay to want to go back to basics, employing tactics that were tried and true. With this option, you have begun to make upgrades to your armor in order to expand the options available to it, truly increasing the power it can bring. You may now purchase options on the table that was denied to you, letting Armor buy from Powered Armor and Powered Armor to buy from Armor. As a bonus, doing this to the armor in question will allow it to count towards merging with its powered armor counterpart or vice versa should you purchase 'A Love Sandwich'. Think outside the box!

-Drone Friend (200AP): Everyone needs a sidekick. At least, that's what some people will keep telling themselves. But being able to be in two places at once is still useful, so this addition should help in some respects. Normally stored in a compacted state somewhere on your armor, this drone can be controlled by a computer on your arm that will allow you to move the drone around and remote scan with the functions your armor possesses. It also carries a grappling hook and twin machine guns so that it can fight by itself, so it really is like having a friend! Animal theme is optional.

-Telekinetic Tethers (200AP): Sometimes a good battle is like fishing. You just need to find something to put on your hook before you cast it out… and in this case, you're casting something out to hit them, and to catch something means immediate injury or death. Normally. There's no telling what you'll use this for. Anyway, a series of emitters are on one of your arms which can 'attach' something the size of a car in your immediate area and lift it up, to move or violently launch it towards a direction with terrifying force. Before you go and say that a car's not impressive, just remember that no one said you couldn't use this to rip a car-sized chunk out of a building or a road either.

-Energy Shield Gauntlet (300AP): There is never such a thing as too much defense. After all, the more they have to go through is the more effort they waste while you're sitting there laughing at what will happen once they need to pause or reload. That's why there's this wonderful energy shield which can be projected from one's hands and cover one half of a standing person, or an entire person if they crouch down. Possessing enough strength to be bulletproof and even take a C4 bomb point-blank before it gives out to recharge, it can come in whatever shape and color you desire for it. You could even have an emblem in front!



RELIC CUSTOMIZATION:

There comes a time, when one's understanding of science can only take you so far. There are forces and powers beyond imagining, beyond the sight of the physical that continually make their way into this world. While many mortals trek through their entire lives wondering about local whims such as the perspective of their superiors or the integrity of their transportation, all around them is an endless unfolding of the universe as minds reach past the flesh and dark gods whisper in the far corners of
Infinity.

Yet, such forays into the powers the multiverse can offer can reveal ways to contain them. In a way, it is the same as containing knowledge in a book, and any who properly understands it can wield it to great effect.

If you are unsure of the path you wish to take, perhaps your mind can be eased with a selection.

Canon Relics:

-Berserker Staff (200CP): Technically more of an Asgardian relic rather than a purely magical one, it is nonetheless an effective tool that brings honor to the Nordic legends of warriors who would drown the fields in the blood of their enemies. Made from a strange metal, any who wield this staff receives a surge of both super-strength and adrenaline that allows them to fell entire groups effortlessly. This is also helped by being fueled with their inner rage and hatred, giving that extra push needed to go from a mere user to a mind capable of breaking bone and sundering flesh.

-Vaulting Boots of Valtorr (200CP): Sometimes you get pushed off a building. Sometimes there's a large canyon you need to cross. It happens to the best of us, and that's why you need to be prepared. A pair of unassuming boots, they have been enchanted to nullify the adverse effects of high-distance landings so long as you land on your feet. They also increase the wearer's natural jumping ability significantly, and create magic circles which allow the wearer to briefly walk along the air itself! Truly a boon to any adventurer.

-Bow and Arrow of Apollon (200CP): Some relics are dangerous because their wielders know exactly how to use them. But then there are relics which are dangerous because of people who don't know how to use them. This elegantly crafted bow is one such relic, firing an arrow which soon explodes into several powerful bolts of energy which strike and incinerate its surroundings before the arrow is restored next to the bow. More concerningly, the arrow itself is capable of piercing most mundane defenses which requires a more magical defense against it. It would be quite the nasty surprise.

-Brazier of Bom'Galiath (300CP): There are many sorcerers who explore the cosmos and delve into studies for the sake of. Then there are those who search because there is no such thing as too much power… not while there is more to be had. This brass-colored brazier is an example of that, the opening burning with a flame that greatly augments a sorcerer's spells to have a longer duration time and power output, being able to turn a small fireball into a roaring inferno the size of a boulder. On its own, it does nothing. It is meant to be a catalyst to improve the magic you wield, and so long as the flame continues to burn it will be a great boon to its wielder.

-Staff of the Living Tribunal (300CP): There are forces in this world beyond imagination, which move and work in ways that the mortal mind cannot perceive. In this way, a soul is always being judged from the moment of their birth to the moment they draw their last breath. For those who want a more localized and satisfying way to sentence someone, this unassuming wooden staff is just the ticket. On demand, this weapon can extend out great distances and strike someone with significantly greater force than the user exerts, allowing your average human to destroy concrete or crush vehicles like one would crush flesh. It can also break into segments held together by magical force, letting it act as a whip or a flail instead for striking or swinging to adapt to its user's fighting style.

-Cloak of Levitation (300CP): Ah, the fanciful red cape. It doesn't have to be red if you purchase it, but it's still a nice color. This magical cloak allows one to hover and float in the air with no effort on their part, even flying at great speeds! Yet this is not all it can do, for the Cloak possesses a will of its own that makes it dedicated to its owner. It will become difficult, if not impossible to blindside the wielder as it will take steps to block attacks and alert its owner of incoming danger. If an enemy is close enough, it may even lash out and strike an opponent for you! Naturally the more you expose it to, the more it will learn and understand things in order to assist you. Does not take up a Companion Slot.

Custom Relics:

-Spinning Wheel of Arachne (200CP): Taking the form of an old spinning wheel with webs and spiders nesting inside the circle, this relic is a testament to the skill of those who would dare challenge the gods themselves. The spiders within eternally produce a silk that is as glamorous as it is tough, letting one weave with a thread that never allows itself to be torn or ripped by normal, mundane means such as fist or blade. In addition, any fabric you attempt to feed the spiders will soon have its traits mixed with the silk, making the spiders create something marvelous.

-Claws of Menhit (200CP): The might of a lion is terrible indeed, for those who find themselves hunted are not expected to last long. It would only make sense then that the same applies from one who possesses a boon from She Who Massacres. Metal claws stained in red, those who wield them will find they possess heightened senses and an instinct for hunting and killing that can turn even the meek into a fearsome hunter. Furthermore, allowing the claws to feed on the blood of those it slays can nourish and heal the wielder from wounds sustained in battle, allowing no end to an endless carnage.

-The Queen's Mirror (200CP): In the vast expanse of the infinite Void, there are worlds which might seem like they are fairy tales made real. Doubtlessly, this means that such stories can be inspiration for those mystified by the power these stories hold. A large golden surface that can be hung on a wall, this mirror contains the power to scry upon people and locations from any distance. The mirror also contains a sentience which will understand your reasoning for scrying on those targets and offer suggestions on courses of action to help you. Just be wary of any magical or powerful beings that may notice they're being watched.

-Maw of Zarathos (300CP): Just as there are gods and mortals who thrive in resplendent light, so too are there monsters and demons who wander the darkness and shadows. Those who are terrifying not from what they can do to the flesh, but because of insights that look past the physical and the myriad of ways it can be used to harm someone. This blood red mouth mask taking the shape of the lower half of a skull is a testament to their power, letting one 'taste' an entity's soul to learn secrets about them. It can also be used to consume the negative emotions of others within a city block's area around you, using it as fuel to alter or augment their powers for concerning results while the negativity of the person is drained away. Whether this means they are an emotionless husk for a period of time or simply left with positive emotions for a similar period is up to you.

-Gloves of Union (300CP): There is power to be found in inner strength and the determination of individuals. Power which can see the exceptional few rise up above the teeming masses. But power can not only be gained and spent; it can be shared. Gloves that pulse with an unnatural blackness at their center, willing individuals who don a glove each can be merged into a composite being that shares their strengths and power as one unified being of might. Thoughts will be shared and mingled as the new amalgamation will act and speak with a single personality that best characterizes the sum of its parts, with this bond ending upon removal of the gloves. Be careful however, for it might be an experience that some are not able to fully handle.

-Pelt of Fenris (300CP): Said to be a child of Loki and the giant Angerboda, the Fenris Wolf is a creature of primal might and fury. While it is only during the time of Ragnarok that it would break its fetters and devour the king of Asgard, a piece of its power is granted in this pelt cape of unnatural floofiness. Upon command, its wearer can become a large wolf the size of a semi-truck with strength to push aside said trucks in order to do battle. The wearer can also summon and empower a pack of hounds to work alongside them, their thoughts synced with the wearer's to ensure teamwork and group tactics for a bloody victory.

Of course this is but a small taste of what you could obtain here. If forged Relics and items of magic are akin to books, then logically there will be those who wish to instead write their own book and make their mark upon the world.

-Reveal the Magic* (Free): Knowledge and power often go hand in hand, and the fashioning of tools from magical effects is no exception. Should you have collected a Relic from one of the options above, you may import it at no cost to be used in the Relic Customization table, to apply your own knowledge and be rewarded with something mighty and capable of making it your legend instead of someone else's. If you do not wish to do that, you could instead use this option to create a Relic from scratch! You cannot take this with 'Beyond the Boundaries' or its tiered option 'Asgardian Theories' unless you purchase 'Skilled in Knowledge' to import an additional Relic.

-Beyond the Boundaries (Free): There are worlds and realms of Creation far beyond this one. Worlds which rise and fall from the magics that are wielded, which hold forges of indomitable might. You may have visited one of these worlds and collected an item like this for yourself, who's to say? This option will allow you to take such an item that is not from this world roughly up to the size of a person, and import it into the Relic Customization table to be augmented by what can be gained here. You cannot take this with 'Reveal the Magic' unless you purchase 'Skilled in Knowledge' to import an additional Relic.

-Asgardian Theories (Free): Or… somehow the fickle nature of magic doesn't appeal to you? Rather than assume willpower and knowledge of something can just make it happen, instead of shaping essence into form, you've decided to take a more scientific approach to things. After all, if magic exists in the world then it is simply a natural force like gravity and magnetism. All it takes is application and understanding. You may instead import a technological device roughly up to the size of a person to be used in the Relic Customization table, with purchased effects having more of a 'magitech' feel to them. The limitations from 'Beyond the Boundaries' still apply.

-Skilled in Knowledge (50CP) (First Purchase Free): Isn't it strange, how most of the sorcerers you see limit themselves to one or two items of power? Even among that number, using two seems to be limited to a select few who are special. But that is why you are here, are you not? You may use this option to import more than one item to be used in the Relic Customization table, increasing your repertoire of possibilities no doubt. Let's hope you make a sensible decision on your new choices. You may only take this option three times.

-Composite Research (50CP): How does one become special? Is it something they are innately born with, some trait that lets them rise? Is it possessing something that somehow confers a sense of specialness to their nature? We can certainly argue on that, but specialness certainly requires possibility. For instance, the possibility of combining two items and their respective budgets into a single Relic. This purchase would grant that possibility, and create a very powerful tool that opens many doors for you. This option can only be purchased once, for possibility is as fleeting as it is liberating.

Each Relic brought into this table will get +1000RP for a budget to be spent on the Relic Customization table. For most it would be enough. Yet in the event that you are not like most…

-Extended Studies (50CP): You can choose to apply yourself and your potential, branching yourself out into new possibilities and outcomes that can leave the everyday man spinning and even sorcerers curious of our secrets. This option works by converting 50CP for 50RP via a 1:1 ratio that can be purchased multiple times. You can't make this go the other way, sadly. But paths and possibilities are much like time. You never really seem to have enough, and it never goes anywhere but forward.

*Should you purchase an option in the table that the Relic already possesses, it will be upgraded. No purchase goes to waste.

Minor Effects:

-Appearance Altercation (50RP): The vanity of people can manifest itself in strange ways. Upon finding an item or a concept, they could become so enamored with it that they would change themselves completely just to make it appear as though the Relic was made for them. Yet why do that, when you could make it go the other way instead? With this option you can choose to alter the color and general aesthetics of the Relic, turning something spikey and dark into something graceful and golden, or some other kind of appearance change.

-Glow of Magic (50RP): When one has been touched by magic, there are ways it can manifest itself. Sometimes only those who can perceive magic are able to see the signs. Other times, it is more obvious. The effect of this option is the latter, granting your Relic a sort of magical telltale that can make it look more mystical. Maybe with each swing it leaves a trail of flame and smoke. Maybe when held, it glows with runes and mystic lines that have some hidden meaning. Maybe it causes one's eyes to appear wolflike and feral. Who knows? Well, you would know. This option can be purchased multiple times to invoke multiple effects.

-Power's Grace (50RP): Power is a double-edged concept, friend. Many times it can change us for the better, show us new ways of seeing the world and other people. It can even free us. But power has a price, and we could find ourselves changed in ways we do not expect. Thus, when power changes who we are, there may be times we wish we could hide the scars that power leaves on us. When wielding a Relic, this effect can cast a magical glamour on your person, hiding blemishes or scars or anything 'unusual' to make yourself look like a normal person. This may seem useless, but do remember how easily people trust others who look similar to them…

-Lyrical Assistance (50RP): Music is a strange thing, when one thinks about it. It is noise and sound, something almost anything can make. Yet because of how it is made, because of the rhythm it is played to, we find those sounds pleasant to listen to. Upon purchase, this Relic will also play sounds that are harmonious and pleasant to listen to when you wish it to do so. You can even instill a condition for this song, such as when you are resting, or with each blow against someone's flesh. Should you have abilities that allow you to create or channel music, this effect can be used with those abilities.

-Unity (50RP): It is said sometimes that the sorcerer does not choose the Relic, but that the Relic chooses the sorcerer. Some may call it hogwash despite having the ability to project themselves astrally and touch universes, but those who believe that may find a small boon coming their way. A purchase of this will allow a person to sense the condition of their Relic, and likewise be able to sense and manipulate its position around them so long as the Relic is within a hundred feet around them. A simple effect, but one that should not be underestimated.

-Inert (50RP): Some Relics are so dangerous that even holding them can pose a danger, whether to enemy or the wielder. Other times you may want to go incognito, to walk down a street with no worries of being spotted by your tool. Whatever the case, this option will grant a new mode to your Relic, letting it compact itself and 'power down' to a smaller, similar form of your choosing. Maybe the sword is a letter opener while it is inert, or that stave is just a walking staff. The choice is yours.

-Reshaping (100RP): Sometimes a Relic is passed up not because of what it can do, but how it appears. It is a strange but common phenomenon; the attention to one's visage increases as the sorcerer increases their might and presence in the multiverse. How fortunate then, that this one-time option will allow you to alter the shape of your item, so long as it's still able to fulfill its function. A staff could become a sword, but not an armor piece. A ring could become a bracelet, but not a shield. Let your imagination flourish.

-King's Might (100RP): What does it mean to be a king? Is it by birthright, or is it destiny that leads a man there? It is hard to say, for those are but a small set of answers that many will offer. Yet you are one to seek something more… tangible. When having your Relic on your person, this effect will grant a small but noticeable boost to your social abilities and charisma to make it easier for others to follow you. It will also grant an optional 'aura' of light, darkness, fire, or some kind of effect that will make it clear that you are no pawn nor servant. With this, you will have at least one piece of what makes a king: Presence.

-Hunter's Sense (100RP): The acquisition of knowledge does not leave much room for the art of combat. Sure, there's the use of spells and magic to augment one's fighting potential, but so often are sorcerers focused on the mystical that they often ignore the benefits of working with the physical. Upon purchase, you can augment a physical sense significantly so long as you have the Relic on your person. Hearing, sight, smell, touch… any can be enhanced so you can walk a balanced path. Repeated purchases are discounted.

-Mystic Tell (100RP): Sometimes, legend tells us one thing and history tells us another. But every now and then there is something that belongs to both, and this effect is one such instance. You may designate one kind of enemy that is specific enough, such as orcs or necromancers or demons, and upon selection your Relic will give you warning on if one is nearby or approaching. This can take the form of the weapon glowing, or gently tugging itself towards a direction until you notice, or even the weapon changing its surface temperature so you can feel it. Your hated enemy will not get the drop on you anymore, for you shall be a bane to them.

-Mark of Magic (100RP): Just as knowledge can be gained and accumulated, so too can knowledge be shared and disseminated. This applies to all knowledge, and the knowledge of magic is no different. Yet knowledge requires those who would accept it and embrace it, rather than refuse it or deny its existence. That is where this function comes in, the Relic in question being able to detect and find those who would be open to the influence of magic. It will even give you hints to the potential that lies within them, as well as any specialties they might be inclined towards. It will be easy to establish a founding or order with this, but just remember that magic is like an animal… primal and dangerous, able to consume those who do not respect it.

-Physical Might (100RP): Knowledge is as much of a weapon as anything else. It's all in how you use it, how it is applied and where you apply it. So it is only natural that some people will use that application of knowledge with their fists. Each purchase of this will see a somewhat noticeable increase in the strength you possess while your Relic is on your person, whether it be from lifting something or striking with martial arts. A strong mind requires a strong body to protect it, after all.

Medium Effects:

-Self-Maintenance (200RP): Some Relics cannot withstand the passage of time, nor the strain that their masters place upon them. It is a sad thing to witness, but it is not unexpected. After all, knowledge can fade and be lost as the ages pass. Yet there are ways to preserve that knowledge. This effect will ensure that your Relic will keep itself at its prime, repairing damage taken at a slow pace and keeping itself structurally sound as well. Let your knowledge remain forever.

-Bands of Ensnaring (200RP): Combat can be stressful, what with foes pouring in and attempting to remove your head from your shoulders or any number of grisly fates. Sometimes you need a breather, or a way to keep an enemy from killing you as you figure out what to do. That is what this effect is for, able to lash out at someone with magical energy or even by splitting apart and physically keeping them in one position. Stronger enemies may need to be weakened so they do not break free, but for those who do not wish to kill or need the enemy to stay still, this will accomplish much.

-Magical Lashing (200RP): There is of course, more straightforward ways of using magic. It makes sense, for any tool can become a weapon should one use it as such. Upon purchase this Relic is no different, invoking magical power in some respect as a conduit to channel your might. It could shroud itself in energy to cut through objects easily, or to strike someone with force. It could throw waves of destructive magic or simply fire bolts like a gun would shoot bullets. It ill matters how the magic is used, simply that the effect uses primal magical energy to strike an opponent. You may buy this option multiple times at a discount.

-Astral Sight (200RP): As a sorcerer's understanding of the multiverse grows, so too will their mind. They will learn to notice the caress of winds from alien skies, whispers passing through spectral lips… strange aromas drifting from otherworldly gardens. Not all sorcerers can do this however, and will sometimes need Relics to aid them. While the Relic is on your person or being used, one can learn to 'see' the flow of magic and its sources, giving them knowledge and insight into how to use that magic or the best ways to weave them. Enchantments and spellcasting will become easier with this, as will the means to find weakened points in reality to breach and search for those willing to hear your words.

-Recall (200RP): It is poor to rely on only a single item your entire journey. Oh sure there's the novelty of a signature item, and the hope that it will become as famous as you when your star rises into the night sky. But a good sorcerer knows that there is a tool for every instance. This effect is a testament to that knowledge, being able to summon objects the size of a briefcase or smaller from a place you designate as 'home' to your person, regardless of distance. This can take the form of teleportation or the object physically moving towards you. One might argue that the maximum size limits them, but there are a great many things at that size and those who keep tabs on what they own might find they have more options than they realize.

> -Retrieve (100RP): When one throws something away, it can be a sign of disregard for what you possess. After all, many things can be inferred about a warrior by the way they treat their weapons. Yet, it also says something when the weapon comes back to its owner after it has been thrown. When you throw a weapon, you can choose to have it home in on a target you desire for efficient fighting, and to have the weapon recalled back to you after it has found its mark. What a useful little thing.

-Recognized (200RP): Sorcerers are more than collectors and pursuers of knowledge, more than pioneers of other worlds. They are gatekeepers, secretive beings who cling to shadows and dark corners to keep the gift to a chosen few. It was only natural that this extended to their very Relics. You may designate a condition that the wielder must fulfill or a trait that they must possess in order to use the Relic, lest it be inert or turn against them. Perhaps they need to be a certain gender, or a species. Perhaps they must know certain truths or possess a specific moral compass. Or maybe… in some way, they must be worthy.

-Magic Pads (300RP): Up and up we go! When you run out of surfaces to run across or jump on, you need to make your own! Upon activation of this effect, the Relic will create magic circles that can let you rush across long surfaces or effectively jump a few times on the air! Even better, by using these pads your jumping distance will increase significantly in order to give you some more variability on what you can reach. Of course, surfaces out of nowhere can be used offensively too…

-Spirit Magnet (300RP): There are entities that cannot be seen by physical eyes, yet are all around us. Spectres, wraiths, demons, guardian angels, or worse. Of course it's easy to ignore them when you can't see them, but a sorcerer would be unwise to ignore them. Rather, they cannot ignore them. That is why this effect exists, to see the spirits and otherworldly creatures that walk around the world under the umbrella of nonbelief and hidden magic while giving off a sort of aura that attracts those spirits to you when you wish it to be the case. So why is this so important? Sorcerers can gain power by making pacts with spirits, or even find ways to use their power if they can trap those spirits. But to have those options, you have to know they're there.

-Bestial Influence (300RP): Conflict is inevitable in the life of a sorcerer. After all, they are still grounded in the physical world and are beholden to its laws to some extent. This includes societal laws, and the eventual crossing of paths with someone who will wish to do them harm. But that is why magicks such as this exist, the activation of which will cause the wielder to take on traits of a mundane earth animal. Perhaps they gain the balance and claws of a cat, or the fangs and flexibility of a snake. It's hard to say, for each sorcerer has different inclinations. It all comes down to one conclusion: An edge when you're backed into a corner.

-Danger Sense (300RP): The astral oceans of the multiverse can be a concerning thing, filled with little monsters and the stuff of nightmares. For those who have been Earthbound most of their life, this can be disconcerting to be suddenly adrift in these oceans with no knowledge. Yet there are ways to keep oneself protected, precautionary measures so to speak. This passive effect will be mindful of danger around you, alerting you to potential sources of harm around you and whether it would be magical or physical in nature while keeping track of their position. This would certainly give you a small heads-up if someone tried to strike, or let you know if you were walking into a lion's den.

-Imbuement (300RP): Magic itself is not a reality, but merely a facet. A layer to the grand design, for magic is another part of the multiverse with which no world is truly devoid of. It has ways of spreading… and now with this, you too can spread it. This effect can remember the properties it possesses, and impart a 'spark' upon an object which will take root and eventually flourish in order to cause that item to obtain that property as well. Even better, it'll only take a week before you can imbue another object. Be mindful that you cannot pass this effect off to other items (so you cannot grant other items the ability to pass 'Imbuement' on), and the effect, once chosen, cannot be changed. You could, however, buy this option and save it to choose an effect to imbue onto others later on in your journey. You may buy this option repeatedly at a discount.

-Fragmentation (300RP): Just as books can be made of chapters, knowledge is also comprised of many parts. It is not simply one fact, but many facts placed together in order to form a coherent, unified principle that allows others to comprehend what you have found. It is this piecing of knowledge that this effect relies upon, your Relic being able to 'learn' from its uses and significant events. Simply bathing a Relic in fire may not do much, but plunging it into the heart of a fiery demigod may see it better able to resist fire, or even channel fire magic a bit more easily. It all depends on how you apply it.

-Well of Power (300RP): It seems strange, doesn't it? A person could flounder like a newborn when told they have extraordinary power, but upon giving them a tool to rely upon they will take to the power as though it were part of their life from the beginning. They treat it like a well, and with that view can draw upon it with ease. This effect is exactly that, something that allows one to channel and harness their inner potential and abilities so that they may learn how to wield their true nature. Do not risk losing control, nor being seen as weak. Your true strength shall reign with your relic guiding how you use it.

-Forged of Uru (300RP): The dwarves of Nidavellir protect a very potent metal, one that has been used to forge Asgardian weapons and other terrible items that can destroy a world. This metal is so rare and valuable that one could say that it is the metal of the very gods. This metal is Uru, a metallic grey material that can increase the durability of a weapon and improve powers channeled through it. This may feel weak, but a metal that is an augmentation of who one is can turn the tide of battle rather quickly. This is the age of gods.

Major Effects:

-Flying (500RP): It has always been a dream of men, to be able to leave the ground and take to the skies. Freedom of movement has been cherished for the novelty alone, but in the world of magic this effect can be worth so much more. Upon purchase, you will be able to fly around perfectly in any direction, whether you do so with fine control or to reach supersonic speeds without fear of friction or wind resistance. Let the skies be your friend.

-Summon Aides (500RP): The innate nature of magic and sorcerers lends itself to seclusion. Just as a magician never reveals their tricks, many times a sorcerer or an Order will refuse to share what they possess to outsiders. This can be lonely… if not for this magical enchantment. Conjuring a group of spectral warriors who's strength depends on your magical prowess, these aides can assist you with a single task upon summoning. They could be bodyguards, they could try to attack someone, or they could be used as lookouts. It's up to you, but be mindful that what form they permanently take must be decided upon choosing this effect.

-Spell Vampire (500RP): When one thinks about it, the nature of magic is energy taken from another dimension. It is this energy that is shaped into spells, which is then utilized for the caster's purposes. How fitting then, that such energy can be subverted to those innately aware of it. This relic is able to interrupt a person's spellcasting upon physical contact, taking the energy that would normally be used for the spell and channeling it into the weapon. From there, the energy can fuel the caster's own spells or be thrown back towards the enemy in a wave of raw, destructive magic. Just be careful you do not let your weapon absorb too much.

-Gift of Sentience (500RP): It's alive, ALIVE! At least, it's technically alive. Many sorcerers benefit from having someone watching their back, so having that someone be a 'something' instead tends to grant an element of surprise. Not only is it aware of everything around it, but it can also use any magical effect or ability the Relic possesses while retaining an undying loyalty to the one who uses the Relic. Which of course, happens to be you unless you bequeath the Relic to someone else willingly.

-Elemental Manipulation (500RP): In the old days, potent users of magic could pass themselves off as sorcerous God-kings who could move the Earth itself, or fill the sky with fire. Such acts nowadays may not be seen as an act of divine might, but it is still a powerful tool in one's repertoire nonetheless. Purchase of this effect can allow one to manipulate a single element such as fire, lightning, wind, ice, or other similar forces of nature that are found on Earth. Even better, for those who naturally possess such abilities this effect will augment that power significantly.

-Energetic Shutdown (500RP): There are energies in the universe that are as dangerous as they are incomprehensible. Energies and magics that should they strike you, could rend your molecules asunder. Do not let this come to pass. Upon taking this effect, you may find that by blocking or throwing your weapon towards whatever is emitting these threatening energies that you could block them from hitting you or cut through them outright. Your enemies will need to think of something less obvious or use a new angle of attack for you, for frontal and obvious assaults will just see you cutting into them next.

-Spatial Manipulation (600RP): It is one thing to astral travel in order to reach the stars and touch distant worlds with their minds. It is another to be able to actually reach those worlds physically or create doorways from one part of the world to another. This effect deals with the latter, being able to engage in the warping of space in order to create never-ending hallways, or to shunt oneself into the Mirror Dimension, a plane of existence similar to Earth which can be manipulated much more easily and fought in beyond public eyes, as easily as one would cross a street. Creative application could even see doorways connecting one part of the world to another, if you bothered to explore it. Why, in theory one could use this effect to summon the Bifrost if the weapon was strong enough, moving from one place to another.

-Spell Amplifier (600RP): It may be somewhat terrifying to hear, but knowledge can be just as prone to death as humans. Misuse can see their end, or they can be forgotten and be as good as dead. As a result, just as some humans try to attain immortality there are those who seek to preserve knowledge. One way is this effect, being able to amplify the power and duration of spells that are case with this relic. A day's enchantment could be a few days, or a lightning bolt could be a small storm. Let the impact of knowledge be felt.

-By the Power of the Vishanti (600RP): Some sorcerers are not content with the power they wield. They need more. They desire to move worlds and shake them to their foundation, or have enough power to tear planets from the heavens and place them in a new sky. This effect was designed with that in mind, allowing those who wield the Relic to gain more out of their dealings. Bargains seem to go their way, pacts of power giving them greater strength than usual. Such contracts also last longer, ensuring that you can benefit in ways others cannot hope to reach.

-Force Amplifier (600RP): Sometimes, there are people who simply will not accept what you say. You can speak, insist, even yell all you want. But ignorance can be intense in the thick-headed, which is why you'll need to break through. This effect will let you do it literally, amplifying any kinetic force exerted in physical strikes. A normal human could smash a small car aside, with greater exertion yielding greater results. Strike hard.

DRAWBACKS:

The pursuit of knowledge and strength can be dangerous, fraught with unseen peril and roads paved with the bones of those who have failed. Their ambitions have damned them and should rightly serve as a warning, but ambition has always been cause for ignoring danger. Should you seek more, **you may take on additional drawbacks for a maximum of +1000CP**, with any additional drawbacks giving you no points.

-Continuity (Varies): There is something to be said for continuing a tale, and such notions can be applauded under normal circumstances. We'll see if they can be applauded for yours. Should you choose it, you may decide to retain the drawbacks you took in Marvel Cinematic Universe (Volume 1) for half their respective Choice Point value. This means **you can obtain up to a maximum of +500CP from importing your drawbacks, that does not go against the normal drawback value.**

-It's Strange (+100CP): No one can ever seem to get your name right. It's unusual. Any insistence on what your name should be only gets more confusing for everyone. Chances are high that you'll end up frustrated with everyone at the end of your time here.

-Nerd (+100CP): You tend to geek out about stuff in a way that kind of grates on everyone's nerves. You're unsure whether it's because you're nervous about things, or whether you were just that high school punching bag that never outgrew their hobbies, but it's something that stuck with you. Hey, remember that really old movie, 'Empire Strikes Back'?

-Taserface (+100CP): Pfffffft, what even is this? What kind of person are you? What, was 'Scrotumhead' taken or something? Any attempt to be badass or seem intimidating is just going to backfire against you so horribly. You will be seen as nothing but a joke, a wannabe who tries to be something they're not. Attempts to prove them wrong won't detract this opinion.

-Baskin-Robbins (+100CP): How do they find out? Seriously, how? Every facet of your adventures, every piece of incriminating or embarrassing information that you've tried to hide, Baskin-Robbins knows. Oh they won't reveal it, not so callously. But threatening their bottom line via destroying their stores or significantly reducing their profits may get you a stern reminder once in a while, with further incursions risking an 'accidental' leak. They always find out.

-Paranoid (+200CP): Maybe it was some traumatic event in the past. Maybe you're just naturally a complete bastard. But you seem to be unable to trust anyone at all, suspecting even your closest friends of being capable of treachery or compromising their morals. You'll be constantly stressed, planning ways to kill everyone around you just in case, and become obsessed with who might be the next person to place the knife in your back.

-Unstable (+200CP): Something about you is wrong. Maybe your powers requires you to take a serum once a week, or maybe they rely on your emotions to use correctly. Maybe you can't control them. Either way, your fighting prowess and social ability have taken a significant downturn, as it requires you to constantly monitor yourself and keep yourself in check in order to survive. Be careful not to have a meltdown in the middle of a fight.

-Rand Issues (+200CP): You've got issues, friend. I mean deep-seated issues that can make you come off as one-dimensional. You never deviate from a moral code, and it seems like you don't think your actions through if it means accomplishing some kind of goal that works towards these issues. So what if you risk the profits of the company you work at by listening to sob stories? So what if you throw away a longterm victory because you feel it's not right? Surely your heart wouldn't lead you astray would it?

-Sokovian Accord (+200CP): Secretary of State Thaddeus Ross feels that the world needs to have control of Enhanced Beings, to ensure that events like the Chitauri Invasion do not occur again. As a result, you have been registered and are held accountable to a panel in the United Nations. This means you are an enforcer, and have to follow their rules. What happens if you don't? Well, you might find loved ones disappearing until you cooperate, or hunting teams of other Enhanced Beings constantly hunting you down until you comply.

-Framework (+300CP): Ah. Well, this could be a problem. Seems somehow your mind got trapped in an artificial simulation meant to try and break you down. Constant attempts via varying scenarios, manipulating factors to prevent you from escaping, even replicating enemies to ensure you don't get a moment's breath. If you had any friends or allies, they could possibly find you in time… but that's a bit 'if', and you best hope they find you before you are broken.

-Sovereign (+300CP): In the far reaches of space, there is a civilization which prides itself on its perfection. Gene-tailored citizens, drone technology so they are never in harm's way, advanced technology powered by hyper-dimensional Anulax Batteries… and you my friend, have pissed them all off. Expect them to constantly harass you and seek to kill you at inopportune times, adapting to any tactic you use on them.

-I've Come To Bargain (+300CP): Time is a very delicate thing. Messing with it too much can cause paradoxes, time loops, blips in the stream… it could drive a man insane. We'll see if it drives you insane at any rate, because all of these things are going to happen to you on a regular basis. You thought getting punched once was bad, imagine getting punched a bunch of times in the span of a single-second loop.

-Suicidal Family (+300CP): No, this isn't a family member who wants to die. Could have fooled anyone with how badly they want to kill you. This is someone who matches you in strength, speed, and powers. Someone who is cunning and sadistic… they also want you dead to such a point where it seems like they'll engage in reckless tactic over and over again if it means getting a better shot at you. What kind of madman would start the detonation sequence for their own ship before trying to ram you in sheer hatred? This person would. And they'll do it repeatedly.

-Huge Ego (+600CP): Oh, this… oh not good at all. There is a being of great power, known as Ego. He is a planet. No joke, a literal planet. He also has a terrible scheme in mind, for he wants to see life improved in a way that he is happy with. But he needs extra power for that. He needs you. You will be forever hunted. Each 'death' will see him grow stronger, his reach increasing. From the day you are here to the day you leave, you shall be chased down to be used in his scheme… or you will die should he subsume you into his core completely, with the chain ending.

-Too Many Sorcerers (+600CP): Not everyone is able to handle what the multiverse can offer, and among those who can there is a small number which will see problems in the established order. Mordo is one such person, and he realizes those with power must be culled. He has made terrible pacts with entities in your past, gaining terrible powers from every enemy you have ever had. All of this is because of you, and what you represent. He feels you have collected too much power, and will bring his own force to bear in his quest to rob you of that power. Worse, he knows how to get rid of those powers. For your entire time here, he is able to shut down powers permanently should he get in melee range and rip them from you piece by piece. Should he remove all of them, your journey is over. There are always consequences, always a price to pay... and the bill is due.

END CHOICE:

So, you have not been torn apart in your journey. This is good. It is very good to see this, to know that your path does not have to end here. Drawbacks are revoked, with all injuries being healed should you choose it. You also have a choice to make:

-Go Home: That's it. You're done, you're finished. There have been many worlds you've traveled to, but only one is meant for you. You return home, on the day you left with all you have collected so far. May the world be prepared for what you may bring it.

-Stay Here: This world has so much more to offer you. Too many paths that need to be traveled, too many books yearning to be read. You wish to see what else this world has to offer, and so have decided to stay. Time resumes on your world, and your loved ones will live happy lives.

-Move On: There are many paths open to you, but you already know which one to walk. That kind of conviction is admirable. Let us hope you are making the right decision… in any case, time remains frozen on this world and those you have visited, allowing you to travel to the next world with no concerns.

NOTES:

All Notes from Marvel Cinematic Universe: Vol. 1 still apply

-When Part 3 comes out, you may take it at any time instead of being required to take it after this part.
-Information on what powers you can get for Terrigenesis can be found here:
http://marvelcinematicuniverse.wikia.com/wiki/Terrigenesis
-Please be responsible with Terrigenesis; yes this means you can manipulate Darkforce if you buy it
-Companions, imported or OC, get the item stipend
-'Enlightenment' starts you off small, but does give you the potential to be as strong and skilled as Stephen Strange eventually.
-If you imported companions in Part 1, and then import a separate set into Part 2, this means you can technically have 16 active companions during Part 2 if you did not buy the bulk import from either part.
-The 'Particle Accelerator' can, with work, create new elements based on other powerful material you may find.
-The 'Sling Ring' if purchased can change the entrance to the Warehouse to look like a Sling Ring portal, should it please you.
-The 'HYDRA Construction Plans' will physically merge the properties you have bought from other jumps into a single property
-If you merge a property that had the option to be a Warehouse attachment with other Warehouse attachments, they are mode-locked into attachments
-Armor that has been purchased in Volume 1, Volume 2, or has gone through the Armor Customization Table will be given blueprints to replicate the armor for free.
-'Asgardian Theories' can take options up to a tank in physical size

*'Enlightenment' is a Capstone Booster, and unlocks the following effects:
-'Can't Do It' has given you a great insight in how to avoid the public eye, and so has lent itself to the manipulation of the Mirror Dimension. While in this parallel world, you could traverse the world and see things while being unseen, manipulating the environment in this dimension to better aid you in movement and observing. You'll also find spatial abilities being empowered, able to connect doorways and travel to parallel worlds within that setting's multiverse.

-'Bring Out Veronica' has shown you how matter can be shaped and wielded with proper application, and so the magic you have found can likewise be shaped. Enchantments are stronger and come much easier, in time allowing you to create great Relics while learning how to mimic the enchantments of others just by studying the bonds of magic.

-'Team Player' demonstrates your mastery of the enemy and of others, granting knowledge of the pacts that many sorcerers make. You can draw upon sources of power that many would find corrupting or overwhelming with nary an issue, and over time you could learn to mix these corrupting energies to create a more potent magical source. Deals you make will often be in your favor as well, letting you secure the backing of beings mightier than you.

-'Best of the Best' has given you insight of not only yourself, but of those around you. Knowledge is power, and knowledge can be disseminated. Those who stay around you will find the influence of magic enriching their lives, becoming skilled sorcerers rather quickly and finding weaving their spells with each other can compound the effects. In time you may learn to form pacts with others, doling out your own power to others to use in times of need.