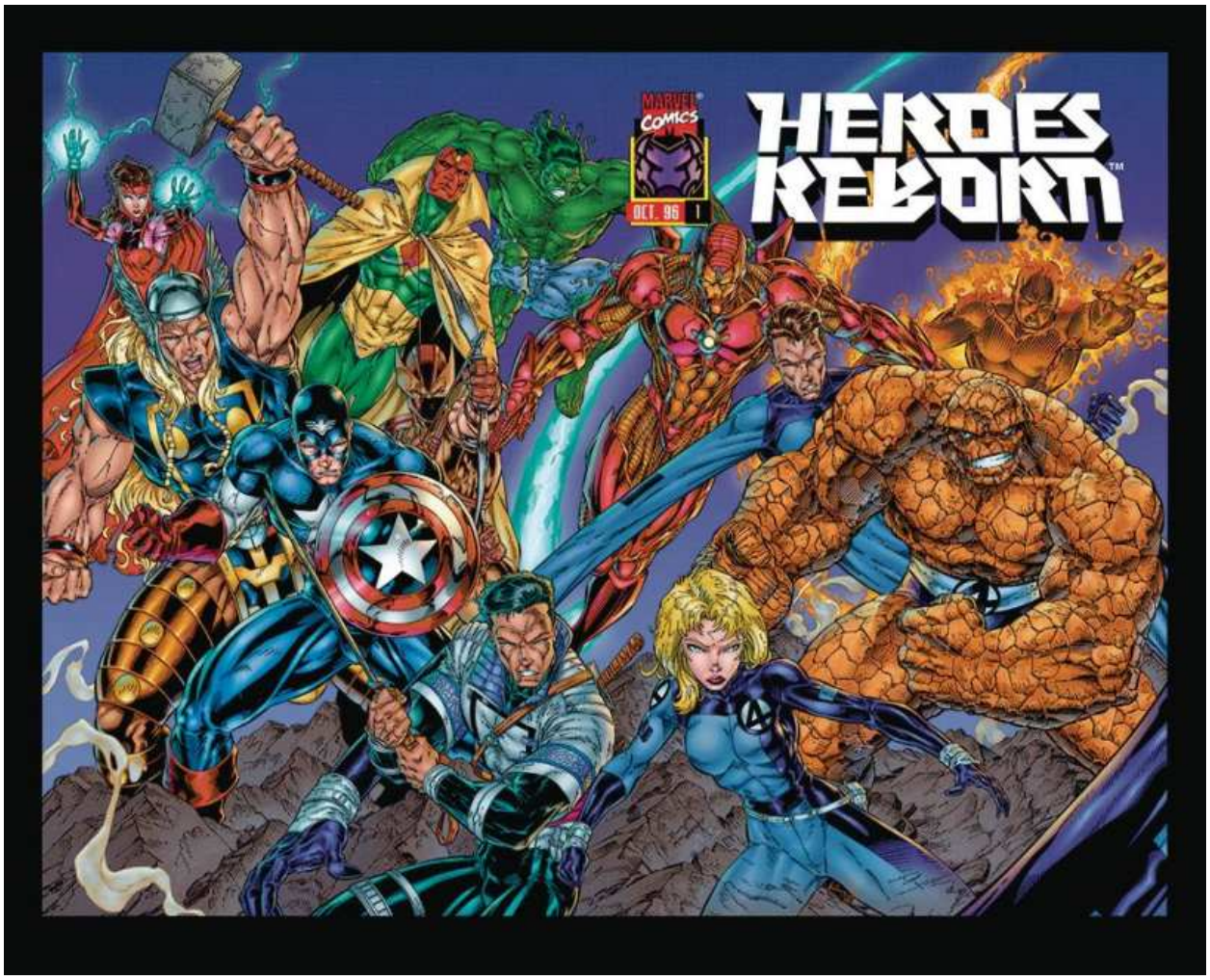
Heroes Reborn Jumpchain

Version 1.0.1



An Onslaught was unleashed on the Marvel universe. To stop it the Fantastic Four, the first family that had led the world into an Age of Wonders, as well as the Avengers, the Earth's mightiest heroes, and Doctor Doom, dragged in by force by the teenage Iron Man, sacrificed themselves to destroy the monster born from Xavier ripping the mind - and evil - out of Magneto and accidentally taking that evil into himself. But they did not truly die.

Instead Franklin Richards, son of Reed and Sue Richards of the Fantastic Four, was able to use his great powers to spirit them away at the last moment into a new universe of his design. In this world the heroes were reborn, their stories and lives reset to a new beginning, re-imagined in the 1990s. But a hero is nothing without villains to fight and dark forces exist in this world as well. Nazism under a new name, the World Party, has taken root in America. Hydra seeks after Bruce Banner and Tony Stark's scientific creations. Doctor Doom lairs in Latveria seeking the power of a stellar anomaly fast approaching the Earth. Loki exists as Loki himself. These and other threats loom over the world.

You will enter here at the same point that its stories begin. Whether that is Captain America's re-awakening, the Fantastic Four's fateful flight, Hydra's sabotage which will create both Iron Man and the Hulk, or Thor's discovery frozen in ice. You will stay here 10 years… or since time in comics is weird, you will stay here for 10 years of publication events, ending sometime during Marvel's Civil War event; barring toggles to change this.

To help you survive in this world take these:

+1000 CP

Age and Gender:

Heroes can be found from the young Franklin Richards at 5 years old, to the immortal Thor who may predate humanity itself. And heroism is not limited by gender. So why should you be restricted? You may freely choose your age and/or gender.

Location:

Begin in any non-secure location that is appropriate for your race and origin. No beginning in Attilan if you're not an Inhuman, for example. But pick anywhere that fits.

Background

Select one of the backgrounds below to determine your discounts on perks and items in this jump, and how you fit in the world. Any background can be taken as a drop-in if you do not want in-universe memories or connections.

Emperor: Your power grants you the right to rule. It is only natural that the better, the superior, person would rule, and there is none better than you. Whether sorcery or science, you will find the power needed to make the world yours, and those who stand in your way will know Doo… no wait, that's the other guy. Those who stand in your way will suffer for it nonetheless.

Scientist: You are a scientist, a brilliant mind which pushes the limits of human cognition. Whether you went to the same college class as the Atomic Knights of the Round Table, or not, this is the route to a mind that can create wonders… no marvels.

Socialite: Or maybe you'd rather be a sociable person. You're definitely one of the pretty people, and for someone whose training and experience has been focused on social events and one of safety and comfort you're surprisingly good at keeping up with your peers as a superhero.

Warrior: Perhaps, though, you are a warrior born. With excellent reflexes, and agility, and a skill unparalleled with your weapon(s) of choice. This choice can lead you to a mind born for combat, a body to match, and the charisma of a champion.

Witch: Or maybe you prefer sorcery to science and swords. This path leads to magical might and sorcerous spells. Select it if you would be an expert on both, or a power house of magic.

Species:

There's more to who you are than just your role in the world. You may select a single species from those below. Post-jump the selected species will become an alt-form.

Free: Human - You are a human.

100 (must have bought a Power): Inhuman - You are one of the Inhumans of Attilan. Your physical abilities are comparable to the peak of human ability (or a human with Super Serum), and you have undergone terrigenesis obtaining a super power.

100: Atlantean - You are one of the natives of Atlan. You are an aquatic race, able to swim with inhuman ease, and breathe water. You demonstrate superhuman strength, and endurance, and like Queen Dorna or the half-human Namor you may breathe air as well as water, though you will find that as you dry out your strength will fade, and you are susceptible to fully drying out.

200: Skrull - You are one of the shapeshifting skrulls. Aliens from another world looking somewhat like goblins in their true forms. You can change your shape to assume the form of a human, or well another animal or object; you can even form functional wings, or claws, though while you may look like a machine you won't be copying one's functions. You are limited in how total of a change in size you can perform, only shifting to maybe half again your normal size.

300: Asgardian - You are one of the Asgardians natives of Asgard… though this dimension doesn't have an Asgard so where you actually come from is up in the air. You are more than human, physically superior to peak human by a sizeable margin, and while mentally you won't be outdoing even the boost from Super Serum, you will find that you are smarter, wiser, and all around better for this choice. This is especially noted in your increased reserves of magical energy.

General Perks:

No discounts.

Reset Survival (Free while here/100 CP to keep): So the Marvel multiverse sometimes gets destroyed and remade with almost no changes. Will this end your chain? Well to save you needing to ask Jumpchan here's this. If history is altered or reality warping is used to reshape the current universe into something new and different - such as when Legion oh so recently caused the Age of Apocalypse - you will still exist in the new timeline or reality unless the change is specifically done in a way that would destroy you - such as specifically erasing you from it.

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

100: Jim Lee Art - Jim Lee wasn't the only artist to work on these books - and in fact didn't work on most of them - but along with Liefeld his is the most immediately recognizable name, and there's a reason why; he's good at the cheesecake and the beefcake. And from now on you'll be seeing more of both. You'll find that people in this and future worlds just look **better**, they are more aesthetically appealing, clothes flatter their bodies a little better, and their figures are more pleasant on the eyes. Just all across the board people will look better, and those who still wouldn't look good will look distinctive and a little cool in their ugliness, and those who would already look good will look positively stunning.

100: I'm Not Afraid of You - Let's be real, very few people have the sort of bravery needed to be a superhero, willing to go up against the likes of Doctor Doom or Galactus as nothing more than a person with some self-defense classes, and acrobatics, or even as a super soldier or a person with neat arrows. You however are now one of the people with such capabilities. You are brave enough to face down certain doom and keep your wits about you.

200: Of Course I'm Untrustworthy - And yet people still keep listening to you. It seems you've got a way with words, and spinning them. Almost as if you had multiple people working to script your words, with plenty of time (relative to how much you say) at their disposal. This is especially effective for weaving words to mislead or manipulate people, whether boldfaced lying or avoiding anything that is technically untrue. You are

good at saying what people want to hear and figuring out the best way to say it. Almost like a god of lies.

300: I am Passion. I am Jumper - You possess a strong will, one which resists being forced or bent by others, but there is more than that to this. You are able to use your will and any powers you may possess that could give a flimsy excuse to shake off transformations to your body or mind, holding them back or even reversing them. This can burn out both physical and mental transformations. You might be someone's ally, or subordinate, but you will never be a slave.

300: Vessel - This is a world with a lot of varieties of energies, and more than a few characters who absorb them. This gives you the chance to get in on that fun.

You can pull energy/astral/unincarnate beings inside of yourself, forcing them into a corporeal form (yours) that can be killed to destroy their energy/psychic form; it's recommended to have a means to survive your death. You are more resistant than most to the damage of hosting energy beings inside of your being, and it'd take a truly potent one to harm you as a human. Some beings may still be too strong for you to safely contain, but the stronger you are the more power you can contain safely in this way, and you can share the load with others who are willing; Thor wasn't strong enough to trap Onslaught alone but when the other heroes joined with him, they were able to trap Onslaught and see him destroyed.

You can also hold non-sentient/non-living energy inside yourself, and even use it to enhance your powers, and abilities. Before you think this is unlimited power, it's still possible to overcharge yourself, but someone like Loki could use this and a strong enough power source to overpower the Scarlet Witch, Enchantress, fake Thor, and the witch Agatha Harkness and only expend most of what he could store at a time.

This does not - in and of itself - give you a means to absorb damaging energy, and is a little time consuming to use anyway. If you want that you'll have to find something else, but this will help you store more energy and use it for various purposes if you had a means of absorbing energy.

Emperor Perks:

All perks discounted (50%) to Emperors, 100 CP perk free.

100: Indomitable Sense of Purpose - Defeat cannot deter you. Setbacks are at worse temporary. As long as you live you can continue, your hope never flagging or failing as you push onwards with your plans no matter how often you fail. You can still learn, still seek out new methods and advantages, but you could continue to strive to take over the world even if you had been stopped a half dozen times in the last year alone, and you have the perseverance to rebuild your kingdom no matter how many times the vagrancies of fate sees it destroyed.

200: Knows When the Time For Fighting Has Come to an End - You are able to put aside your personal dislike, or even hatred, for someone and work together with them should you find that it is necessary for you to ally yourself with one of your inferiors. When you suggest such an alliance of mutual need, you will find that your enemies, despite their obvious inferiority to you, are also able to see the pragmatic fact that they need the help of their better. This doesn't blind them to the chance of betrayal, or guarantee that they will accept the offer, but no matter how abhorrent they find you they will be able to put aside that hatred if they truly consider it in their best interests.

400: His Arrogance is Beyond Belief - But it is acceptable because it is well founded based on your scientific or magical brilliance. You will find that the greater your knowledge of the esoteric or scientific the more impressive and charismatic people find you. The greater your knowledge the more willing they will be to shrug off your anti-social behavior as simply your right as the superior intelligence, and the more easily you will find them swayed towards obedience.

600: As Much Sorcerer as Scientist - You are an expert at blending science and magic. You know how to combine the two in the form of magitech, and to use this sorcerous technology to perform feats that many fools would call impossible. This will even allow you to combine forms of magic with technology which normally would not play nicely with technological advancement.

You will also find that understanding one makes it easier for you to understand and learn the other; the greater your knowledge of science the more easily you will find it is to learn sorcery and the greater your knowledge of sorcery the more easily you will learn scientific and engineering skills. Coupled with the mind of a super scientist and you could show the world its place at your feet. This does not give you any ability to use sorcery on its own, though, merely to create magitech and to learn magic more quickly and easily; if a setting's magic can only be learned by those who fulfill certain prerequisites and you do not fulfill them, then this alone won't let you learn it, though you would pick up the theory more quickly.

Scientist Perks:

All perks discounted (50%) to Scientists, 100 CP perk free.

100: Dedicated Focus - Tony Stark, Reed Richards, Doctor Doom, and in other universes where they receive more focus Henry Pym and Bruce Banner might even beat them out, they all share the ability to devote themselves to their research to an almost unhealthy degree. And now you do too. You are able to focus on a task to the exclusion of all others, putting aside all but the most extreme distractions for long stretches at a time, dedicating all your thoughts to the task before you until you finally decide that you really do in fact need a break and turn this off; or more likely your significant other threatens you with romantic repercussions unless you come out and have dinner and a shower.

200: Adding Machine - You could pass for one. You can do complicated math and calculations (assuming you can do complicated math and calculations) - literal rocket science at times - in your head in the midst of a super powered battlefield, while still operating a suit of powered armor, or fighting monsters. This increased thinking speed applies best to mathematical, scientific, and engineering related thinking, and the further away it gets the slower your thoughts will be (though not slower than without this).

This also comes with a good head for remembering mathematical and technical specifications. In case you need to do a mental rundown of every possible part in your powered armor that could be malfunctioning, or what weaknesses would exist in a suit of armor redesigned from one you worked on.

400: Scientific Specialty - Select a discipline of comic book science like exo-suit design, gamma radiation, robotics, biology, or power manipulation. You are an authority on that science, and can bring it to comic book science levels of sophistication. On its own this is strictly B-list material, able to perhaps challenge one of the heroes of this universe, and as comic book science it's unlikely to be safe for mass consumption or production. Still it's enough to invent a super power every once and a while, which will work for a time, and if you couple it with Atomic Knight in this field you really are a match for Henry Pym, Bruce Banner, or Tony Stark.

Additional fields are 200 CP (no discount) each.

600: Atomic Knight - It'd not be a Marvel jump without a super science perk now would it? And with the mutants gone, almost everything in this world revolves around the super scientists. By taking this you have become intelligent enough that the Knights of the Atomic Round Table - Reed Richards, Henry Pym (at least according to Doom), Bruce Banner, Tony Stark, Victor Von Doom, and Connor "Rebel" O'Reilly (at least according to Tony) - with the exception of Doom would consider you a peer and potential equal. With *just* this you'll be similar to Pym, Banner, or Stark when working outside of their respective specialties, brilliantly intelligent, and capable of quickly and intuitively grasping scientific concepts, and able to single-handedly move science along decades.

For an additional 300 CP you are a contender for the title of the World's Smartest Man, able to match your scientific wits with Reed Richards himself. While still not quite a match for Pym, Banner, or Stark in their specialties, you come close to them even there, and in other fields… you're still strictly in the realm of comic book science.

Socialite Perks:

All perks discounted (50%) to Socialites, 100 CP perk free.

100: He's Old Enough to be Your Grandfather - Doesn't matter, you've still got it. You look good, not just good enough to be in spandex and powered armor crowd, but good enough to be noted as good looking even among them. To help it along you've got a sort of magnetism about you that attracts those of your preferred gender. All while also aging very gracefully.

Were you to use Asgardian sorceries to enhance your appearance it would be truly enchanting.

200: Executive Officer - Like Sue Storm, or Tony Stark before Rebel's death, you know how to actually run a business or administer a company. Whether weapons manufacture, casinos, or scientific foundation pushing the limits of human knowledge, you know how to acquire funding, motivate workers, handle PR, and more. With this you could make a successful CEO, or have a decent chance of getting Johnny and Ben to actually do their training drills and remember pre-arranged battle strategies at least some of the time.

400: It's Almost as if We've Always Had Them - More likely than not, you've just got new powers. Maybe cosmic radiation has just mutated your body, terrigen mist has just awakened your Inhuman abilities, Doctor Doom just activated your previously inert superpowers via nanites, SHIELD just spliced your DNA with a space horse, or Jumpchan has just bestowed you with new powers. Still learning to use super powers can be a long task and dangerous to yourself and those around you. Except with you it almost seems like you're not learning to use them but remembering. Whenever you obtain new powers or abilities you will find yourself familiarizing with them at unnatural speeds, figuring out how to control them and their idiosyncrasies almost as if you knew them already and just needed to be reminded. This works double time for avoiding potentially dangerous missteps in learning them.

600: Stormy Luck - There's a space anomaly handing out super powers? Your sister's boyfriend just happens to be running the space program that's going to check it out and when it's hijacked by aliens, and they steal the backup ship they bring you along. You and three friends get superpowers from a space anomaly? You aren't going to be the one who gets the power that leaves you permanently locked in a monstrous form. You save the alien servant of a planet eating space god? He just happens to be the one of the four heralds who actually has a shred of compassion which is rekindled by your action.

In short there's something about you that the universe seems to love. Things turn out well for you more often than they should. Oh you can still screw up your life if you try, or just glide on this and do nothing for yourself, but you will often have turns of luck and fortune that help you out; especially in things involving superpowers. These range from minor day to day events, to major ones. To someone on the outside you'd look like you lived something of a charmed life. While this won't stop you from making powerful enemies, or finding yourself living in interesting times, it'll help you survive them.

Warrior Perks:

All perks discounted (50%) to Warriors, 100 CP perk free.

100: Applied to Juliard - You know how to dance! Well… ok this perk doesn't actually give you any experience or training in dancing, but you could probably learn pretty quickly given what it does give you. You have excellent coordination, a wonderful sense of balance, an acute kinesthetic sense, coupled with expert training in acrobatics and natural agility. In short you can jump, roll, and move like a superhero has to.

200: Superhuman Skill - Select a weapon. You are an absolute master of that weapon. You could cut a master archer's arrows from the air with an ordinary sword, or shoot arrows through pouring rain to hit a quickly moving target at night. Your skill is up there with the Swordsman or Hawkeye, talented enough to be almost considered super powered from just this.

You may purchase skill in another weapon for 50 CP for each weapon chosen.

400: Tactical Legend - You could become one as when people watch you it feels like you know exactly what to do at any moment. You can figure out how to approach a confrontation, assessing the known strengths and weaknesses of both sides, how to best allocate your strengths, cover your weaknesses, exploit your opponents', and coordinate your assets to bring them together for maximum impact. If you had the charisma for it you would be an excellent leader of men (and women). This doesn't just apply to when leading a group into battle, even when fighting alone you have an excellent sense of exactly when to strike and when to defend, fighting almost as if by instinct.

If you possess Superhuman Skill as well that skill will now apply to a lesser extent to all weapons. You might not be the best with every weapon that could be named, but you'd be able to put to shame most professionals in their use.

600: There Be Nobility Far Beyond Mortal Man Here - There is something about you, that ineffable quality which is hinted at with the word charisma. You seem to have a well-founded certainty in your every action, which doesn't show a hint of arrogance but simply unwavering and well-founded confidence, and people find it easy to put their faith in you. In front of the crowd masses would easily cheer your name, and should you devote yourself to it you could become a demagogue to sway and control the masses. At the lead of a force your presence alone inspires hope in others, rousing morale and restoring their faith in you, in the world, and even in themselves. Even your enemies can't help but respect you.

Witch Perks:

All perks discounted (50%) to Witches, 100 CP perk free.

100: How Can We Be Fellow Asgardians When There is No Asgard? - Let others have limitless scientific knowledge, you notice the little things. Like how there's no dimension of Asgard so why are you an Asgardian? You have a mind that's good at picking up on inconsistencies, and noticing the little clues that are scattered about. You might not be as smart as Reed Richards, but you could possibly figure out that you're living in a badly replicated world faster than him.

200: Sense of Disaster - You possess a certain level of prophetic gift. When ill-intentions are directed towards those you care about, or danger approaches them, you will get a sense of foreboding doom. This functions mostly in bits and flashes. You might get scraps of information, or even an image of the danger, or the source of the danger, but you will rarely get a clear sense of what or when, only that they will need you *soon*.

400: Sorcerous Skills - You have been trained in the working and use of magic. Things like walking through walls, transferring your consciousness into an animal, teleporting people, transforming someone into a tree, recognizing and breaking enchantments, and so forth. You know a great deal of magic and the mystical arts, limited largely by your mystical power, the more power you have the more feats of magic you can perform. Of course your skill is not without limits and some things may be beyond it; you're not Doctor Strange, but if you could equal Loki's power you could equal his magic as well.

600: Great Power Yet Untapped - You possess great magical potential and talent. While this won't give you any actual skills with sorcery, you possess the raw talents needed to master it. Any magic you do learn is stronger than that used by most, and you will find your reserves of energy for magic far deeper; this applies to magic from other worlds as much as this one. In addition this makes you sensitive to magical energies, you are able to feel a peeking God of Trickery wandering around in spiritual form - at least after a few moments - and to sense flows of magical energy. You are also able to release this magic in semi-controlled bursts; this is not an energy efficient use of your magical talents, but can cause things to explode, teleport allies to your side, make low scale changes of reality according to your will, or if a more experienced and even powerful sorcerer was working a particularly complicated spell to banish a god to another dimension and you did so at a notably vulnerable moment you might even make their spell backfire. Of course, don't get cocky, this power coupled with training is something that the important magic users in this universe possess.

General Items

Items may be purchased multiple times. Any item can have similar items be imported into it, and multiple similar items purchased here can be merged to create a single item with their combined traits.

No discounts on General Items.

100: Magnesium Contact Lenses - You possess a pair of contact lenses which with proper eye movements you may cause one or both to become polarized and release a magnesium flare, a blinding flash of light able to disorient an opponent. Once used the magnesium is expended, but will refill itself 1 week later.

200: Duplicate Body - This is a duplicate of your body, or your clone if you have not moved beyond the biological. It is inert and kept in suspended animation as long as you are alive, though it could be harvested for spare parts or organs if you were inclined. Its true purpose is 1/jump, if you die, circumstances will arrange themselves so that your consciousness and soul are transferred into it, serving to revive you without ending your chain.

300: S.H.I.E.L.D. Tech Supply - This doesn't give you the Helicarrier - you'll have to hire Tony Stark to build you one if you want one - but it does give you a supply of most of their lesser tech; flying bikes/cars, low end energy weapons and powered armor, L.M.D.s, etc. Nothing in here is enough to match the Business Suit at well anything, but it'll give you an edge over people equipped with modern tech, and it's enough to outfit a major spy organization, or a network of hate groups throughout the U.S.A. And used/lost supplies restock themselves. You'll have to supply the men yourself.

Emperor Items:

All items discounted (50%) to Emperors, 1st 100 CP Item free.

100: Iron Mask - This mask covers your face completely save for a small space around your eyes and mouth. This mask will never slip or fall off, and cannot be removed by others except yourself. In fact even if damaged it will never be damaged in such a way as to reveal your face; though it may be damaged in such a way as to reveal the new hole in what used to be your face. Comes in surprisingly comfortable and fashionable Dr. Doom metal, or if you prefer the Baron Zemo head sock.

200: Nuclear Missiles - Sometimes you just need some nukes. Maybe you want to destabilize America. Maybe you want to blow up the Silver Surfer to wipe the smug smile from his face, or destroy Galactus's toys. Either way you now possess a missile launching facility with a number of intercontinental thermonuclear missiles in the megaton range; not enough to kill the Silver Surfer but if you caught him off-guard you might wound him. Each purchase of this item gives you about 2 dozen thermonuclear missiles with a robotically operated launching facility and guidance system, and secure codes for launching them whenever you desire.

400: Power Activating Nanites - This hypodermic needle is filled with nanites which can draw out the latent superpowers of those who have the proper genetic code. Or well the in comic version was. Yours is a little different. Instead of bestowing powers on an unpowered being who is genetically coded for the potential (i.e. everyone on Franklin's Earth), it can be used to bestow super powers on anyone who is not you or one of your companions. You have no control over what these powers will be, that's up to their genetic code, but these nanomachines do code their activated DNA in a way that you can track them, and with sufficient technological skills even tap into their vision and hearing to spy on them. You get 1 dose of these nanites, and 1 new one at the start of each jump whether the original was used or not.

600: Balkanized - You are the proud king (or queen) of a small country in the Balkans. You are recognized as its ~~unopposable tyrant~~ rightful ruler and absolute ~~dictator~~ monarch, your word and will here law with no pesky constitutional limits or restrictions upon your powers. This country is a little backwards and un-industrialized, but it is yours and you will fix that, the moment you have made the rest of the world kneel to you. Comes with a castle and low end warbots which will protect your territory, though don't expect them to be more than a speed bump for most determined heroes. If you'd prefer it to be somewhere other than the Balkans you may choose another location that makes sense.

If you are an Atlantean you may choose to have it be an underwater nation. Perhaps you are subordinate to Namor, or perhaps you are a rival power.

If you are an Inhuman you may choose to gain a copy of Attilan, though it will not possess reserves of the Terrigen mists to empower its inhabitants in future jumps.

If you are an Asgardian you may choose for there to be an Asgard in this world. It will exist as a separate dimension, inhabited by Asgardians. It will however lack Odin and any of the major relics and powers; no Yggdrasil, no Odin Sword or Destroyer, no teleportation bridge, etc. You may however choose to have a single portal connect it to normal reality at a location of your choice.

Scientist Items:

All items discounted (50%) to Scientists, 1st 100 CP Item free.

100: Robot Lab Assistant - This is a simple robot designed to assist in lab work. It lacks self-upgrade capabilities, so it won't go post-singularity on you, but it is capable of assisting in any field of scientific research you understand. This robot is built for lab work, however, not combat. While it may have some useful sensors, it simply can't stand up in a fight.

200: P.A.D.D. - A Portable Analysis and Detection Device. This handheld device can detect and track various types of energy, analyze the quality of air, tell you that radiation levels began dropping significantly days before you arrived, and provide a vast array of data. It's almost like having an entire lab in a handheld device, except far quicker and cleaner than that. Of course a lab from this world could still tell you a fair bit more. Still you will find it easy to configure this device for forms of energy you encounter in other worlds.

400: Experimental Rocket - This spaceship is designed to carry a 4 person crew. With its quantum drive powered propulsion system, and its shielding it should be able to allow for exploration beyond the solar system. This shielding also helps protect it in alternate dimensions, in case you need to escape reality via the Negative Zone. It has long ranged sensors, which while lacking the P.A.D.D.'s full analysis capabilities or tracking, have a much longer range for the energies it can detect.

For an additional 100 CP you can increase its size significantly, easily able to carry dozens of people in style and luxury.

If you bought Nuclear Missiles the ship will also carry about half a dozen nuclear missiles and a system to launch them.

600: Business Suit - This powered armor is yours and yours alone. This armor is similar in capabilities to the Titanium-Man, Crimson Dynamo, or Iron-Man suits, able to fly, possessing an array of beam based weaponry including repulsor and tractor beams, various sensors, force fields, and able to act as a life-support system if you had a grievous wound. It's an all purpose suit for your business as a superhero, with a great variety of abilities, though tends to fall shy of more specialized powers in their respective fields - the Hammer's energy projection beats it for raw destructive blasts, Invisible grants stronger force fields, Blue Eyed gives greater raw strength and durability, but it can do a bit of everything. More than that you will find that this armor is easy for you - and only you - to upgrade or incorporate other technology you can build into. It always counts as having been built by you for any perks/powers/abilities that work with items you personally built, and if you upgrade it it will always be better than if you put the same effort and resources into making something new.

Comes with a free briefcase to carry it in. If damaged or destroyed the briefcase will be as good as new within a matter of hours.

Socialite Items:

All items discounted (50%) to Socialites, 1st 100 CP Item free.

100: Emergency Flare Gun - This flare gun, launches a flare whose fire lingers in the sky for some time in a distinctive shape indicative of you. Any ally who sees this flare will get a gut senses for the immediacy of the situation, as well as your precise location so that they can rush to your side.

200: Anonicar - This airship is capable of sub-orbital hypersonic flight allowing you to reach any part of the world in hours at most. Possesses sensors capable of detecting cloaked ships - although their exact locations will be fuzzy - is capable of vertical take off and landing, and just for you has been expanded from seating 4 to seating 9.

400: Party Dress - You know they really shouldn't leave these things where janitors can steal them. Oh, you invented this yourself? Sure. This is a suit of armor which when worn allows you to shrink in size, down to sizes small enough to enter an android's body and crawl around before finally crawling out of their ear canal, or to ride ants as flying mounts. Not that you need the latter, as once you shrink down to about half a foot or less in height you'll find that it provides airborne propulsion well enough on its own, as well as the ability to release energized blasts in a form of a 'sting'. Not as powerful as say the Business Suit's full blast weapons, they'll still pack a punch and you'll be a lot smaller of a target. Comes in ant, or wasp designs.

600: Jumper Foundation - Super scientists can have their brains, but where would they be without someone like you to fund them. You are now the majority shareholder of an international corporation or the head of an internationally recognized scientific foundation. This provides you with an impressive amount of wealth and resources if you want to use it, you could fund a superhero team on this, and still have enough to live comfortably. This comes with capable underlings to run the corporation if you can't be bothered, though they will only keep it going along and not be capable of making it improve on their own.

Warrior Items:

All items discounted (50%) to Warriors, 1st 100 CP Item free.

100: The Swords - This is a pair of perfectly balanced swords. Their edges will never dull, and no matter how strong you become they will be able to survive the force of your blows with them; though some materials may still be able to break them.

200: The Bow - Well it's called that, but besides being a high quality bow with just the right draw weight for you, the bow isn't *that* special, though if you're strong enough being able to work for you is something worth noting. It's the arrows that are the real story here. See like Hawkeye's bow, you've got a collection of trick arrows. Bludgeon arrows for knocking people out, arrows that release nets as they get close to targets, electrified arrows for short circuiting electronics, arrows that contain water for short circuiting electronics, ultrasound arrows, epoxy goo arrows; you name it. You get a quiver with 20 trick arrows, and it's unclear which sort of arrows they are until you pull it out. The quiver restocks itself with 1 arrow every hour. And if you or a companion could cheaply and efficiently make more variety of trick arrows they'll be included in the options; nothing one of a kind or requiring resources that would be hard to acquire, but it'll still save you a lot of work and effort.

If you'd prefer another type of projectile launching weapon, you may have it instead of a bow, with the 20 trick arrows replaced with 20 trick bullets/sling stones/crossbow bolts/etc, in this case the trick ammunition won't be decided until it is loaded; so get good at loading your six shooter fast in combat.

For an additional 200 CP (undiscounted) you will find your arrows include some imbued with Asgardian sorcery. These will result in somewhat more powerful arrows, including some that hit with a force enough to completely vaporize a normal human.

400: The Shield - A circular shield made of a nigh-indestructible alloy, and perfectly balanced for throwing, even able to ricochet and bounce with precision if you were skilled enough, and the shield helps a bit with that skill. Of course the important part is how it works as a shield. While something powerful enough, or a conceptual attack, might be able to break the shield - *might* - any blow blocked by this shield is blocked. Block a fireball with it and you won't feel the heat through the shield, or be singed; block a bolt of thunder called down by a god while sheltering a child, and the child won't be singed. Some attacks might be too large to completely block with this shield, striking from all directions or some such, but if you can block it with the shield it will not harm you through it. Even if the attack is sufficient to destroy the shield, no part of it will get **past** the shield, so feel free to block that world-busting blow. If the shield is somehow destroyed it will be repaired and good as new again within a year.

600: The Hammer - Mjolnir, the Hammer of Thor, or something close to it. This doesn't have to be a hammer, it can be another form of melee weapon if you would prefer. What matters is less the shape and more what it is. Made of an element nowhere on the periodic table, this weapon cannot be lifted by any other than yourself, and will come to your hand when called no matter the barriers that lay between it and you. This weapon can also be 'hurled' in front of you to allow you to fly at great speeds, pulled along behind it, and regardless of the design of the weapon you will find that it makes an excellent thrown weapon striking where you want it to, instead of somewhere else. Of course you'd not be wrong to expect more than that from the weapon of a god. The weapon is an excellent conduit for any energies you are able to project, amplifying them further and refining your control, and even if you can't project any energies on your own, it allows you to call down the thunder like a god of it, lightning bolts strong enough to stun the Hulk, crater the ground, or destroy a building. It can also manipulate outside energies, deflecting energy beams of others - or in the right situations reflecting them - draining energy away, and generally working as a conduit to manipulate energy.

Witch Items:

All items discounted (50%) to Witches, 1st 100 CP Item free.

100: Familiar - This animal, no more dangerous than a house cat, is oddly intelligent. Maybe they were a human once cursed into this form, or maybe they're just a magical animal. Either way they are loyal to you, possess intelligence which could be called human, and have absolutely no resistance to your magical abilities, making them particularly easy to transform or possess should you desire. Is a pet/follower not a companion until imported as one.

200: New England Manor House - Doesn't have to be in New England, but this is a manor house in classic New England architectural styles, like something you'd expect to see from a house that dates back to the days of the Salem witch trials. You own it, legally, with all taxes and utilities paid. It also possesses some basic magical wards against unwanted visitors, especially of the more occult varieties, but don't expect these to do much against any major players, the God of Lies could ignore them almost completely. That's why it is also highly receptive to your attempts to ward it in any fashion.

400: Orbital Island - This small hunk of stone, about the size of a large room, orbits around the Earth. It provides a breathable atmosphere around its surface, though getting to and from the island to the Earth will be on you. The island possesses wards against technological and sorcerous discovery, making both less reliable than they should be, and these wards extend to you when you are acting from it. Meanwhile it seems to work to enhance your own divinatory magic, as well as any sensors or special senses you possess. There is even a tree growing on it whose fruit serves as excellent divinatory foci.

600: Gamma Reactor - This one doesn't contain the rift in reality, but it doesn't mean it's without power. First off it's a functional gamma reactor, able to power an entire city, or a high tech base, seemingly indefinitely. Secondly, with a bit of sorcery, you can shape beings from the memories of yourself or another creature out of its energy, pulling them forth and manifesting them as real. These beings will be 2nd rate copies at best, and require more time and energy for the closer to the originals you want them to be, but you could pull supervillains from it time and time again as long as it had energy and you had a clear memory of them. Finally, while it does not work as a portal between Earth-616 and Franklin's created world, it does serve as a place where the boundaries of reality are weakened, and it is easier to travel between them.

Powers:

100: Animalistic - You seem to have been fused with some animal, or at least appear to be an anthropomorphic one of some sort. Whatever you choose this gives you some minor advantages. First your physical capabilities are enhanced slightly across the board, you won't reach peak human in anything with just this, but you'll have a small edge. In addition you will have some advantages based on the chosen creature. If you picked a cat you might have feline night vision and hearing, coupled with dangerous claws. If you picked a frog you might have actually superhuman leaping, and a projectile tongue. If you picked a bat you might have wing arms allowing for slow flight, and bat-like echo location. This animal hybrid form becomes an alt-form post jump.

200 Adamantium Skeleton - Your bones have been coated in adamantium, giving you 3 claws that can extend from each hand as well. This has the effect of making your bones effectively unbreakable, and giving you claws that can cut through most materials (uru, vibranium, and other super materials have proven resistant in the past).

200 Bad Hair Day - You possess the ability to animate your hair and use it as a weapon. It can stretch out, though it will begin to lose some strength as it gets longer, and can lift somewhat more on its own than you could normally lift. While it doesn't have nerves you possess a psychic awareness of where it is and what it's touching that functions much like having nerves. This hair is also highly durable being as strong as steel if you were a normal human, and potentially stronger still if you were a species stronger than human, or had super durability yourself.

200 Bruiser - You're strong. How strong? Let's say you could probably edge Spider-Man out in raw strength, but you're way below the Thing. This is just your basic super strength option after all.

200 Lancer - You possess the ability to release beams of heated plasma. These beams can cut through metal, and blast down walls. You can also extend this energy from your fingers as 'claws' for use in melee combat.

200 Seismic Stomp - By stomping hard on the ground you can send seismic shock waves through it. This can cause small fissures, or earthquakes. The power of this stomp will be dependent upon your strength, a normal human would only be able to create small quakes, but with Bruiser you might hit 7 on the richter scale, 9.3 if you were on a fault line, and greater strength could see you cause still greater destruction.

300 Closet Space - You are able to create ‘closets’ or pockets of extra-dimensional space that you can use to store objects. By making two and linking them you can use this for short range teleportation. Like from the American south-west to Germany. Or from Counter-Earth to Earth. This is not the fastest form of teleportation, and using it further than line of sight does require additional time and concentration, but it is still quick enough to use in combat when using in line of sight or with familiar locations, though don’t expect to catch your opponents in one as the portals take time to open and are visible before hand. As these are teleportation portals you can also bring others with you relatively easily.

300 Healing Factor - You possess a regenerative healing factor, allowing you to recover from injuries at far greater speeds than humans. Light wounds can be seen visibly healing before the eye, mortal (i.e. deadly if untreated but not fatal within a few minutes) wounds will heal, with multiple bullet wounds or heavy cuts healing in minutes, and even lost limbs can be healed with sufficient time, or grafted back on. This also renders you extremely resistant to foreign contaminants - poison, disease, alien parasites that gestate within you turning you into one of them - but a massive enough dose of tranquilizer might still affect you for instance.

If taken with Super Soldier your senses will improve. Your eyesight will be sharper, but the effect is best for your night vision which will be greatly enhanced. The effect on your hearing is much like that on your night vision; this isn’t Daredevil level, but you hear much better than a normal human. It’s olfaction which is the most enhanced, allowing you to track people as well as - or better than - a bloodhound. With Living Legend you could fight blind as almost as well as with your eyes, relying on scent, hearing, and your battle instincts to locate your opponent and predict their actions.

300/700: Moonstone - You possess a full package of relatively low end super powers. You have enhanced reflexes and speed - greater than Super Soldier on a human - as well as enhanced strength and durability at a higher level; enough to lift cars and pickups, maybe even a bus. Beyond these increased physicals you can fly at high speeds, project offensive energy blasts, and turn yourself or others intangible.

You may pay another 400 CP (700 total) to get the powers held by one who possessed two kree gravity stones. You find yourself with stronger energy blasts, faster flight, and the ability to turn entire spaceships intangible. You are also able to manipulate gravity in various other ways, such as bending light to turn yourself and others invisible, deflect projectiles, crush Hawkeye, teleport yourself and others, and potentially more; get an additional source of sufficient energy and you might be able to create gravimetric tears in space that could threaten the entire world.

300: Spider-Bitten - Spider-Man wasn't recreated in this world… until now. You possess the powers of a human spider: the proportionate strength of a spider, superhuman agility and speed, a low scale healing factor, ability to cling to walls, and spider-sense which warns you of danger. You do not gain organic web-shooters, if you want webbing buy a Specialty in Chemistry or Biochemistry.

300: Super Soldier - Perhaps you received the same super soldier serum as Captain America. Maybe you're just awesome. Whatever the reason you are at the very peak of your species. As a human you would have what this world would call peak human strength, enough to easily break world records in reality or lift more than a ton, as well as similar speed, reflexes, agility, and durability. This even boosts your immune system and resistance to toxins, and senses. Beyond the physical advantages you're also smarter. While this won't put you even close to Reed Richards or the like, you have an easy insight, and your mind works faster. In short every aspect of your being is better than would be expected for a human. You would be roughly speaking the equal of Captain America though this alone won't give you his full tactical acumen, skill, or charisma (take the Warrior perk line and this for that).

But I said at the very peak of your species. As an Atlantean you would be as strong as Namor, able to fly (like Namor), and survive above the water though your strength would be reduced when doing so (like Namor). As a Skrull you would have substantially increased control of your shapeshifting ability, able to replicate a reduced form of Living Rubberband, to super densify to increase your strength and durability to truly superhuman levels, and with time and practice you could develop more precise and extensive uses of your shapeshifting ability, shifting your total mass much further than others of your species, and with much finer control. As an Asgardian you are the equal of Thor, strong enough to hold up buildings, or on occasion mountains, and powerful enough to reshape the landscape. Like Thor your magical energy and life force is also greater than the norm, though this does not give you the sorcerous knowledge to use it.

And this increase applies to your species not from this jump. Everything about you is better, and those abilities based on your species are brought to their pinnacle and apex. You will be to your species what Captain America is to a human.

400 Blue Eyed (Discounted with Beast of the Id) - You are strong. Strong enough to send people flying through buildings with a punch, and take such blows as a matter of course. You can use streetlamps as clubs, swing vehicles around as handheld weapons, and take blows that cause rockslides. While not the strongest super strength option in this jump, you could easily be the strong guy on a super team, matching blows with the likes of the Thing, or She-Hulk.

400: Divine Ooze - Like Doom's general Divinity, you are a creature of living ooze of the color of your choice. You possess the ability to push your ooze into a creature and hijack their body, taking them over body and mind; the process will kill them, though it will be delayed while you're possessing them. You can take multiple hosts simultaneously, spreading your ooze into multiple creatures, though it does seem to have to remain all connected together into one contiguous mass. While in this slime form you are vulnerable to fire, plasma, and weaponized energy, but you are more liquid than solid. Some creatures may prove resistant to your control, either too large, or too powerful.

400 Invisible - You are able to turn yourself, others, or objects invisible through the force of your will. Of course invisibility is not really the main power. It's the invisible force fields you are able to project that is probably more important. You can create extremely durable force fields with your mind, shaping them into staves, platforms, or even into bubbles around people's heads to suffocate them. The strength of these force fields is based in part upon the strength of your will, though using them is draining at the higher levels of intensity, but with a steady will you could make force fields that stand up to the worst that the likes of Cable or Apocalypse could throw at you.

400: Living Rubber Band - This may sound like a bit of a stretch, but it seems you've been turned into a living elastic material, able to stretch and contort your body in a variety of ways. You can enlarge certain body parts, stretch out hundreds of feet, and even use yourself like a giant rubber band to launch allies like out from a catapult. Among other things this makes you very hard to harm, you can even catch bullets with your body and launch them back at assailants.

400 Matchstick - You possess the ability to cloak your body in fire, using this flame to fly. You can also project fire, hot enough to quickly melt through steel or other materials, and throw it as balls of fire, or charge up your heat for a massive explosion. In short you are like the Human Torch. If you'd prefer another elemental power, you could select another physical element or energy such as rock, ice, water, wind, or electricity and gain similar powers to project (not control) that element/energy; only things with a similar scope as fire can be selected (no selecting magnetism/gravity/the weather) and more esoteric things like time cannot be selected. You may take this power multiple times gaining a new element of your choice each time; the second purchase is only 200 CP, and third or later purchases only 100 CP.

400: Size-Shifting - You are able to shrink yourself by shunting off your mass extradimensionally, or grow by taking in extra mass from an extradimensional source. You can shrink down to about the size of an ant, or grow to several hundred feet tall. When shrunk you will hit harder than something of your shrunken size should, and when you grow you will find yourself actively gaining super strength, growing stronger the larger you become. At your full size you would be stronger than Blue Eyes, though still weaker than a Super Serum Asgardian or Beast of the Id.

400: Quick as Silver - Sometimes you've got to go fast, and now you can. You can move fast, usually up to something like Mach 5, fast enough to be little more than a blur - if even that - to most people, and with your reflexes speeding up to match your running. Even from a standing start your reflexes are well into the superhuman levels. Beyond merely being able to run fast you can do it for longer than most humans, able to maintain your top speed for hours at a time before simply running out of energy, and all without lactic acid build ups or cramps.

500: Beast of the Id - Jumper is the strongest one there is. At least it's a claim your new other half can make and perhaps be believed. Your anger is now able to work a change over you, fueling your transformation into a larger and impossibly powerful form, one which grows more and more powerful the angrier you get with no clear upper limit, as well as possessing a powerful healing factor. However this form suffers from a severe reduction to your mental faculties, growing much stupider and more violent as a result. Unlike the Hulk you are able to prevent yourself from changing into this form (though it is unable to prevent changing back) no matter how angry you become. It is possible to learn to assume this form without anger, or the mental impairment, but it will be significantly weaker - about on par with Blue Eyed and with its healing factor removed if bought without it, or on par with a Peak Asgardian and with its healing factor slowed if bought with it - only regaining its full power if you release the beast within.

500: Techno-Viral - Like Doom's general Technarx, you are a techno-organic being, a living technological organism. You possess the ability to infect organic creatures with a techno-organic virus through a touch. This viral nanotech will convert them into a techno-organic form which you can then absorb the lifeglow from, feeding off of their life force and killing them. Perhaps your true power is your shapeshifting. Your body is more of a mass of nanotech than a fixed physical form, and although you can't change your mass, you can reshape it into any machine you can devise. You are vulnerable to energy overloads, and heat, and need to keep your body in one piece. You may import any man-portable items purchased in this jump as part of your body, making them a part of you and assimilating their functions into your body (if you import a PADD your sensors and analysis equipment will improve substantially).

500 Visionary - You, you're not human. Like the Vision you are a robot. You possess sophisticated sensors and analysis equipment (similar to a PADD), the ability to fly, superhuman strength and durability, eye beams, and most interestingly the ability to change your density, becoming super dense to increase your strength and durability yet further, or becoming so insubstantial as to be able to phase through other matter. You may import any man-portable items purchased in this jump as part of your body, making them a part of you and assimilating their functions into your body (if you import a PADD your sensors and analysis equipment will improve substantially).

600/1000 Cosmic Powered - You possess a fraction of the power cosmic. This is far from enough to challenge Galactus himself, but it gives you physical power and durability on a level similar to that of Blue Eyed, as well as the ability to create force fields similar in strength to Invisible, and project destructive blasts of energy - enough to blow apart portions of a castle with ease. All these powers do run off the same power source, so if you overextend one you may find others failing. If you coupled this with a Skrull's shapeshifting ability you could further rearrange portions of your being and infuse them with this power to mimic the abilities of a Living Rubber Band or a Matchstick if you were able to observe their powers for a time, and with time and effort might could learn to mimic other powers of a similar level as well.

For an additional 400 CP you go further (1000 CP total). No longer a mere shadow of a shadow, you possess the full power of one of Galactus's heralds. You are far stronger than the lower level, both in physical strength and durability which rival a Super Serum Asgardian and in energy projection capabilities. Moreover, where before you could use this energy in a mostly brute force fashion, perhaps shaping yourself if you had other talents that assisted, now you are able to use this power to directly warp reality. Bend space to create wormholes capable of carrying you across the stars in an instant, use this power to track and detect energy signatures, rearrange matter, heal gods from the brink of death with a touch, and more. You may display an elemental affinity, like Galactus's heralds in this world, able to output it on a level greater than Matchstick and to manipulate external elements of it with ease, or simply be better overall at use of the Power Cosmic like the Silver Surfer; or if you buy Matchstick as well you can be both though this will put your manipulation of that element beyond the Heralds by a fair extent. If you bought this with the Hammer it will be a perfect conduit for your power cosmic like Terrax's axe or the Surfer's surfboard, able to reshape or channel the power through it from afar with ease.

600: Marvelous - You possess a rather full suite of powers. You are able to fly at supersonic speeds (and faster outside of an atmosphere), possess super strength substantially above that of someone who was Spider-Bitten, though significantly less than Blue Eyed, heal at an accelerated rate, possess a precognitive 7th sense which works somewhat like a less reliable Spider-Sense though will occasionally give warning about cosmic dangers, can release energy blasts from your hands or eyes, and can absorb energy to increase your other powers temporarily. You could raise your strength up to that of Blue Eyed for example, or accelerate your healing far further if you had an external source of energy.

600 Telepathy - You possess telepathy that is fairly powerful in its ways. It possesses at least global range, allowing you to communicate with anyone you can focus on, or read their minds, and can allow you to mentally link people so that you could make someone be able to feel the hopes and thoughts others have about them from across the globe. You don't seem to be able to control or manipulate thoughts, but turning the full brunt of your mind on someone you could wipe their mind clean - though I'd not trust that to work on anyone with the strength of will to be a significant villain - leaving them a vegetable, and you can use this power to telepathically puppeteer living bodies that lack minds.

Companions/Followers:

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

You may pay 50 CP to increase the CP gained by one of these companions to 1000 CP, 100 CP to increase the CP gained by 3 of these companions to 1000 CP, or 200 CP to increase the CP gained by up to 8 of these companions to 1000 CP. Additional ones beyond these is 50 CP each to increase. If you desire more CP for one or more of your companions you may transfer CP to a single companion at a time with a 1 to 1 ratio.

50/100: Canon Companion Human or Low Tier - For every 50 CP you pay you may recruit 1 character weaker than Captain America who showed up on the world created by Franklin Richards, either during Heroes Reborn, afterwards in its role as Counter-Earth, or in the events of World War III if you took the WWIII toggle or scenario. You may double this price to recruit any character of this power level who existed in Marvel, Image, or Wildstorm comics during 1996 to 2007.

100/200 Canon Companion Mid Tier - For every 100 CP you pay you may recruit 1 character no more powerful than the most powerful single member of the Fantastic Four who showed up on the world created by Franklin Richards, either during Heroes Reborn, afterwards in its role as Counter-Earth, or in the events of World War III if you took the WWIII toggle or scenario. You may double this price to recruit any character of this power level who existed in Marvel, Image, or Wildstorm comics during 1996 to 2007.

200/400 Canon Companion High Tier - For every 200 CP you pay you may recruit 1 character weaker than Galactus who showed up on the world created by Franklin Richards, either during Heroes Reborn, afterwards in its role as Counter-Earth, or in the events of World War III if you took the WWIII toggle or scenario. You may double this price to recruit any character of this power level who existed in Marvel, Image, or Wildstorm comics during 1996 to 2007.

400/800 Canon Companion I Win Tier - For every 400 CP you pay you may recruit 1 character who who showed up on the world created by Franklin Richards, either during Heroes Reborn, afterwards in its role as Counter-Earth, or in the events of World War III if you took the WWIII toggle or scenario. You may double this price to recruit any character of this power level who existed in Marvel, Image, or Wildstorm comics during 1996 to 2007.

If you recruit Franklin Richards the Fantastic Four will accompany for free. If you recruit Galactus his heralds will accompany for free.

100+ Temporal Anomaly - Rikki Barnes was a sort of female copy of the - at that point proverbially dead and not coming back - Bucky Barnes. If you'd rather have an altered copy of a character, you may pay the same price as to recruit a character who did not visit Franklin Richards' Counter-Earth of their power level to recruit an altered version of any Marvel (Image or Wildstorm) character who was either dead during the event, or created later than 2007. They will be changed in some way, maybe they're a girl instead of a boy, black instead of white, maybe their personality is different, and they will be re-imagined for the 90s. While the exact details of their abilities may be different, their general power level and overall capabilities will be roughly the same.

200: Nuclear Camelot - Perhaps these will be the next generation of the Knights of the Atomic Round Table. These 6 college students each possess the benefits of the Atomic Knight perk, and they share a single companion slot. However they are not completely identical. One of them gains the upgraded version of the Atomic Knight perk, and any perks that increase their intelligence or general technological/scientific skills will affect them more strongly than the rest. One of them gains the As Much Sorcerer as Scientist perk, and any perks that grant magical skills or power will affect them more strongly than the rest. Three of them each gain a single Specialty of your choice, and any perks that would improve their skills or capabilities related to that specialty will affect them more strongly than the rest. One of them gains nothing extra, and will generally lag behind the others.

200: Uatu the Watcher - Uatu the Watcher will follow you on your chain. He will not take direct action, due to his never broken oath, but will appear when world-changing events are about to take place, sometimes giving you warnings, advice, or information about them. 1/jump (or 1/10 years whichever comes first) he will break his never broken oath and provide you with more substantial aid such as stopping an enemy from killing you, teleporting you to safety, or providing you with the location of a macguffin you might need; he will not typically completely solve the problem for you (the enemy will still exist for example), however. Counts as a Follower, unless you can convince him to break his oath more fully, or import him as a companion.

300: Your Foolish Twin - When Franklin Richards made this world he made a copy of Thor. This was a rather flawed copy of Thor, with a twisted personality who shamed himself by harming mortals. Now Thor is not the only one to have a badly made copy. You do too. They possess all your powers, perks, personal items, and abilities (though not copies of your Companions, properties, followers), but they are neither as smart, nor competent as you, and their moral character is somewhat lacking. Still at their heart they are essentially you, and with time and experience you may train them to be your equal. Though in future jumps they will not automatically gain what you gain, instead needing to be imported normally.

Drawbacks:

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

Toggle: Continuity - Been to the Marvel omniverse before? Well you may choose to have any chronologically prior actions remain 'canon', though if they'd prevent Franklin Richards' creation of the Counter-Earth then they will not have happened in the universe that the local heroes originate from. If you take the WWIII toggle, or scenario, you may choose to have your chronologically earlier Wildstorm jumps to have been canon to the Wildstorm universe merged with this one.

Toggle: Extended Stay - 10 years not enough for you? Want to see how that Civil War finishes up? You may choose to stay longer than 10 years. After 10 years all drawbacks from this jump will no longer be fiat enforced and can be permanently overcome. Maybe you got a new writing team.

Toggle: Short Stay - Don't want to stay 10 years? Fine. You can leave once the Heroes Return to the Marvel universe (usually about a year after your arrival here), or at the end of your Scenario if you took one; note that a scenario which requires you to keep the world safe for 10 years (Age of Onslaught, Doomed World, or Redemption) will require you to stay for the full 10 years to complete even with this.

Toggle: World War III - During one of the 3 timelines in which Galactus destroyed Counter-Earth before Doctor Doom traveled back in time, the Heroes detonated the tear in reality under Avengers' Island destroying reality in the solar system… or maybe it was another time he time traveled it's a little unclear… at the same time in another multiverse Earth-50 of Wildstorm comics was having a moment of unreality and the two momentarily merged. Doctor Doom created a lock holding the 2 realities together and leaving himself - at the head of an alliance of skrulls and daemonites - in control. Normally this - and any aborted timeline - wouldn't be your concern. By taking this toggle you not only ensure that some variation of those worlds merging happens during your time here, but you will be an active participant of it, able to remember the universe after it is unmade (if it is), and that dying in the combined universe affects you just like dying in the normal one would.

100: As Though Thy Tongue Were Twisted in Knots - Thor, and to a lesser extent Loki, has a tendency to speak in some sort of 'olde timey English' and now you do too… only worse. Expect to sprinkle in thy, thee, and thou, lieths and taketh, and worse. Your speech will be littered with flowery language, and saying in 10 words what could be said

in 4. It won't be anything crippling, but it can be annoying, hard to understand, and in the din of battle when quick and concise communication is important dangerous. Applies to non-spoken uses of language as well.

100/200: Distinctive Appearance - You have something hard to hide and rather distinctive about your appearance. Perhaps your face was horribly scarred like Doctor Doom's or Baron Zemo's, maybe you're big and green skinned like She-Hulk. Either way this will not be an intrinsically attractive feature, and will be something that cannot be hidden by ordinary clothes and will persist throughout any form you take.

For an additional +100 CP (+200 CP total) you look truly inhuman and are trapped in this form. More than that this form will disadvantage you in other ways. Perhaps you are like Hellcat, stuck in a form that is half-human and half-cat, having to deal with shedding, and certain feline instincts, or perhaps you're like the Thing, big, orange, and rocky with reduced tactile sensations and difficulty handling small and fragile objects.

Post jump this distinctive appearance becomes an alt-form.

100: Drawn by Jim Lee - Jim Lee is good at cheesecake and beefcake, and he had a tendency to put them, especially the Invisible Woman, in positions to show this off. And now you will find you're 'drawn' in a very sexualized manner. Your clothes emphasize your assets more than they should, but more than that you find yourself bending, and twisting to thrust out your ass, your chest, or your other more eye-candy parts at almost random times. And you will attract unwanted admirers, some will just be people you'd never be interested in in that way but who are normal people, most will be rather odious individuals, however, and some will be dangerously deranged. And if you look inhuman or ugly expect them to skew more towards dangerously deranged.

100: Eats Like a Horse - Literally. Your digestive system is more like a horse's than a human's, limiting you to a vegetarian diet, and possibly causing problems even then. This also ensures you have to eat, and eat enough for a creature of a horse's body mass, a fair bit more than a human would have to eat.

100: Exhibits the Soul of Prudence - You are a coward. This isn't impossible to overcome, but you will always find it hard to rush into danger no matter the results of not doing so. You will hesitate to join battle, and be constantly assailed by desires to pull back and away. The idea of putting yourself into personal risk is simply abhorrent to you. This will make being a superhero or supervillain rather difficult.

100: I Don't Have a Problem With Authority - Except you do. You don't like following orders, or accepting another in a leadership position over you. This wouldn't be so bad, except you find your own leadership skills and capabilities greatly diminished, your capabilities as a leader no more than middling, and likely less than that. You're still fully competent one-on-one, but put you in a position of leadership and you'll be absolutely worthless in it.

100/200: Old Foes - The flaw in reality beneath Avengers Island created copies of the Avengers' old foes for them to fight. Now this universe will periodically do something similar with yours. They will not generally be the true A-list threats, enemies which could challenge you but which you have beaten before and could beat again. They will form often enough, however, to be a thorn in your side. If you've not been to enough previous jumps this will also include potential enemies from Marvel and Image/Wildstorm comics appearing with a history you will remember from your background in this world… or at least they will remember and hate you. These won't be the top tier threats, nobody at the level of Loki, or Doom, or threatening the universe.

For an additional +100 CP (200 total) these will now include the A-list threats, the strongest foes you have fought on your chain will return, and they may even ally together. They are not stronger than they were originally, and there is a diminishing in quality if they are produced in excess quantity, but you can expect to face several of the hardest fights you ever had to face over again, and often in quick succession. It's like this universe is trying to challenge you. If you've not been to enough previous jumps this will also include potential enemies from Marvel and Image/Wildstorm comics appearing with a history you will remember from your background in this world… or at least they will remember and hate you. And now these **will** be top tier threats like Apocalypse, Thanos, and worse.

100: Rebel Yell - You are second rate. Well you might not be, but like Conner 'Rebel' O'Reilly you certainly feel like you are. There is someone in this world who you will feel the constant need to prove yourself better than; you might not hate them, you might even idolize them but you will be driven to reckless attempts to prove yourself their equal or better. And you will never succeed, oh you can still out do them at things, but you'll always rationalize it away as a fluke, or luck, or some other factor never losing the sense of inferiority. And the world at large will also always somehow consider you a step below them, not truly their peer, but merely the 2nd rate version.

100/200/300: Reborn - The heroes here don't remember their past lives or their previous villains, and they don't remember what's going to happen or has happened with the

Marvel omniverse, so why should you get to? Your out of jump memories of the Marvel omniverse are wiped clean, and in-jump memories are limited to Franklin's new formed world. This also affects your companions, and any Marvel related media you possess is unavailable to you until post-jump.

For an additional +100 CP (200 CP total) you have forgotten your previous lives, remembering nothing except your in-jump background. Your powers and abilities will be quickly learned to their old levels, as if you're remembering how to use them more than learning them, but you will be unable to remember who or what you once were save for the vaguest sense of deja vu. This also affects your companions.

For an additional +100 CP (300 CP total) even your in-jump memories are muddled with fabrications, and there is an active conspiracy dedicated to keeping you from recovering them. Among those who should be your most trusted allies - i.e. your Companions - are those at the very heart of this conspiracy, and at no point during the jump will you truly be certain what your past - here or otherwise - was. Those companions not in on the conspiracy are also affected.

100: Temporal Anomaly - You do not belong in this world, or at least you were not one of the reborn heroes. And the reborn heroes, as well as Doom and Loki, will get that feeling about you. In fact you, and anything/anyone brought with you from past jumps will exhibit a unique radiation which can be used to identify and track you, and which those more magically inclined can see in your aura. This won't render people necessarily hostile to you, but they are likely to be interested in this fact, and probably suspicious as well.

100: Viking Morality - Thor, if he was really the Thor of the Norse, would obviously be obsessed with raiding, pillaging, plundering, and wenching to prove his mettle. Why else does Odin mock him for being more concerned with protecting people and slaying monsters than pillaging and wenching in the Hárbarðsljóð? Now, you have the mindset and morality of a viking hero, eager to go looting, pillaging, and wenching. You will feel the need to prove your strength, to value others on the basis of their mettle in combat, and will have a worldview that looks like some modern simplification of the past's.

200: By Rob Liefeld - It seems like Franklin Richards didn't do a very good job making this universe… though since it applies to others should you manage to get there maybe it was the One Above All. Or maybe you and your companions just ate some bad food before this jump. Either way the quality control on reality has been turned off and you'll find that space is warped and time is bendable. People's proportions and appearances

keep changing, sometimes they have legs that are more than 2/3rds their body, sometimes their feet are weird blob shapes, sometimes their hair color changes, and they typically look *wrong*, their faces pulled back into weird grimaces all the time, their musculature standing out against their flesh as if it was stretched too tightly over it, or their poses being physically impossible; sometimes it can just be hard to tell them apart as there seems to be a very limited selection of faces and body types now. It's not just people either, the background will just occasionally disappear, and you'll occasionally hear things coming from the wrong place or individual. And the problem is some of these things are actual physical tangible things - people's sizes and locations just sort of *changing* without rhyme or reason - and they will affect your ability to function in the world, as well as your companions', but nobody else's.

200: Deadpool'd - You have suffered a horrible fate. In a moment of meditation you achieved cosmic oneness and realized your nature as a fictional character. This realization has sent you into a spiral of (self-)destructive nihilism, and meta-commentary.

200: I Don't Believe It - Wake up and smell the coffee, villains lie. And you? You are gullible enough to trust Loki on nothing more than simple faith that he really will give you what you want. You have become extremely easy to dupe or trick, falling for simple lies, and being easily manipulated by schemers and plotters. And with the likes of Nick Fury, Doctor Doom, and Loki… expect to be used as someone or another's pawn for a large part of your time here. You might eventually figure it out, when they make it overt, but you will not be good at picking your friends from your enemies, and plots and deceptions will seem to circle around you.

200: No Return For You (incompatible with Early Exit) - Now normally while it's hard to leave this world you could possibly leave with the heroes when they Return, or once Doctor Doom brings it into normal space, or take the early exit option. Now these aren't options for you. You are unable to leave Franklin Richards' created world in any long term manner until a full 10 years are up. You're allowed brief trips away on pressing matters, that is ones which concern Counter-Earth in general and not for mere personal matters, but beyond that you must remain on Counter-Earth, and a recurring theme is that it teeters on the edge of destruction and is assailed by cosmic forces. If Counter-Earth is destroyed you will fail this jump, losing everything gained from it, but not necessarily fail your chain.

200: Uncreative - So you're a telepath able to flash fry brains, force feed people how an entire world sees them, and communicate on interplanetary ranges. You will use these powers to… play comm network for a team of street level heroes. You possess the power

to open doorways into a pocket dimension which can be used to store items or travel. You will never really learn more than that you can store items with it. Whatever special abilities you possess - from this world or others - you will only use in the most basic, and uncreative ways. If someone else points out a way you could use your power you will be able to do so (assuming you can do so), but you won't do so again unless prompted by someone else and will resume only using them in the most basic manners. Even powers from previous worlds will be likewise limited to the most basic and uncreative uses, even if you've studied and mastered a myriad of more specialized manners to use them. This applies to your companions, followers, and the like from previous jumps as much as to yourself.

300: Familiar Form (Incompatible with Distinctive Appearance) - Like Agatha Harkness's old friend Salem you have been locked into the form of a cat. You will be unable to leave this form until the end of the jump, and all your physical capabilities are reduced proportionate to the reduction from a human to a house cat.

300: Isolated Quarantine (Incompatible with Familiar Form) - Like the Young Ally IQ you are unable to live except in a full-body life support tank. You cannot miniaturize this tank, it will always have to be at least several times the size of a human, and if it is destroyed you will soon die from the lack of its special nutrient solution. You cannot physically leave this tank, and will have to find other ways to interact with the world.

300: Remnant - Your skills and capabilities have just taken a serious nosedive. You are all around less capable and less competent, your powers being a fraction of what they were, your learned skills being downgraded by one or two clear tiers; that what was once conceptually perfect is merely superhuman, and what once matched Hawkeye is merely professional, your intelligence and charisma likewise take a hit as does just about every other aspect of your being. Even the narrative seems to be set up for you to only ever barely succeed. You arrive almost too late if not too late. Your enemies have a fair deal of luck in the fight, and so forth. This does nothing to your chance of survival, in fact any 'plot armor', luck, or similar abilities function at full power when it comes to keeping you alive, just to ensure that your successes will be hard fought if obtained at all. This also affects any companions, followers, pets, or robots you possess.

Scenarios:

You may take a single scenario to gain its rewards. Each scenario - except Ending the Experiment - changes your start time or starting dimension. Failing at a scenario does not end your chain unless you failed in a way that would end your chain. You may take a scenario simply to change the state of the universe/your start and then leave ignoring it completely if you can survive doing so.

Age of Onslaught:

Normally Franklin Richards and Nathaniel Grey would be freed from Onslaught during the final moments of the battle against him, allowing Franklin to create Counter-Earth and save the heroes who were about to be destroyed along with Onslaught. You arrive in a universe where that did not happen.

Instead Onslaught managed to keep Franklin and Nathaniel from escaping, and when he would have been destroyed instead used their stolen powers to escape to a Counter-Earth of his own creation. This is a post-apocalyptic wasteland of a world, like something one would expect from a bad future timeline that must be averted in an X-Men comic. It is filled with Sentinels of various makes and design dedicated to serving Onslaught's will, and what human settlements still exist are there so that Onslaught can toy with and torture them at its leisure.

Franklin and Nathaniel still exist within Onslaught, at least for now, not having yet been fully absorbed. Onslaught occasionally allows Franklin Richards to create super powered 'heroes' so that he can absorb them and their powers, attempting to grow strong enough to fully absorb Franklin and Nathaniel and return to the main universe as an unstoppable god ready to destroy the Earth and its inhabitants. In addition he is capable of forcibly using Franklin's powers to create super villains from the boy's memories and fears of them, creating his own super powered enforcers as needed.

You cannot leave this pocket universe, as if held there by a Drawback, until you destroy Onslaught. However you are on a clock before he becomes powerful enough to return to the normal universe and rewrite it to his twisted will. He is initially as powerful as he was during the height of his power in the Onslaught Saga, possessing all of Xavier's telepathic powers and possibly more, all of Magneto's magnetokinetic powers and possibly more, as well as a share of Franklin Richards' powers to rewrite reality and create new ones, and he will be growing more powerful.

Still there is hope. Franklin and Nathaniel are fighting from within, and if you could help free them they could be turned against Onslaught (though he'd not lose the powers he had gained from them). Franklin is still capable of occasionally creating super powered beings, and while most Onslaught allows so that he can grow from them, on occasion he is able to create ones that even Onslaught does not know about; an example is Rikki Barnes a young - if not actually powered - heroine who is leading a secret fight against Onslaught along with her Young Allies. Finally after about 6 months, Thor will arrive from a tear in reality having survived the battle due to his godly nature; while not powerful enough to defeat Onslaught on his own, he may provide you with the ample aid you require.

Unfortunately it is not over when you destroy Onslaught. You must cleanse his psychic energy, after all his body is only a shell. Doing so will destroy this pocket reality, but you will find yourself, and any survivors of the real universe transported onto Earth; if you want to save any natives you will need to find a way to stabilize this universe without Onslaught or to bring them with you as it collapses. Back on Earth you will find that the heroes who were lost during the Onslaught event were never returned - save for Thor who will return with you, or after 6 months if you defeated Onslaught before his return. You must ensure that the Earth is not destroyed and that humanity is not pushed to the brink of extinction over the course of the rest of 10 years in this jump, filling in for the lost heroes. Temporary destruction due to reality warping does not count against you.

Do that and you will receive your reward:

Reward: God - You could claim to be one. You have been granted Franklin Richards' powers. Along with telepathic and telekinetic potential, he is a reality warper of a high order, with the ability to create multiple universes, as shown in Heroes Reborn and the Daydreamers miniseries where he made additional ones. Even as a small child he was able to put up a fight against a Celestial at the relative height of their power, before the series of nerfs and retcons which would follow and arguably begin with an adult version managing to destroy 3 of them. You are now his equal in potential, though you will have to work to achieve the full power that this grants you the potential for.

Doomed World:

About 1 year after this world's creation as a safe haven for the heroes, the heroes would leave it, Franklin Richards no longer working to maintain the world but the Celestial Ashema taking his place. This would allow a sealed renegade Celestial of the First Host - the Dreaming Celestial - to take control of the world as a reality warping god, orchestrating it into his own personal experiment in forced evolution. Normally you might join them, and escape, or failing that Doctor Doom would return about 6 months later and fix things transporting the world into the main universe in a position opposite of Earth in its orbit (hence Counter-Earth).

Now, however, you arrive the day that Doctor Doom would normally return to this world. It is doomed unless **you** take action to save it. You must prevent the Dreaming Celestial from escaping his prison, and you must also prevent him from maintaining control over this world, freeing it from his machinations. How you do so is up to you.

Beyond that you must keep Counter-Earth from being destroyed before your full 10 years is up. Either due to no longer having a maintaining force as a pocket universe, or any of the many threats that attempted to destroy it afterwards - some of which came from inside of the world itself. The world does not need to be a paradise, but it **and** its race of humanity must survive. If the native population goes extinct before your full 10 years is up that too is a scenario failure.

Should you succeed you will gain the special reward:

Reward: As My Home It Merits My Protection - Whenever the world is in danger you will find your mind particularly skillful at determining the most assured way to save it. This will not necessarily be the best way, and makes no considerations of ethics, but you will be able to quickly see the most pragmatic way to protect it and save it from destruction. This does not ensure you have the means, but the path will be clear to your eyes should you have the requisite information and you will find gathering the information needed to actually make a clear path made substantially easier. This works for finding the method with the highest chance of success, only, and will not help you with such peasant-like concerns such as saving the most people, not manipulating people, or keeping your hands clean.

Redemption:

Some time after Doom has saved Counter-Earth from destruction at the hands of the Dreaming Celestial, the group of semi-redeemed villains known as the Thunderbolts would find several of their number transported to Counter-Earth in the process of saving the Earth from a supervillain. Normally they would become a force of hope for the planet, though teeter towards becoming a force for tyranny, before finally making the heroic choice to give up their dominion here to prevent an event that would destroy one of either Earth or Counter-Earth.

By taking this scenario you will arrive on Counter-Earth at the same time as they do. Your goal with this scenario is to see to it that the Thunderbolts who traveled to Counter-Earth are not forced to return to Earth, but instead remain on Counter-Earth as its heroes and protectors. You must also see to it that within your full 10 years in this jump, the Thunderbolts do not become tyrants or dictators, but actually redeem themselves, growing to be better people than they once were, as well as defending it as the Counter-Earth's own equivalent to the Avengers. If they continue to rule Counter-Earth they must be a net positive for Counter-Earth and its people.

They may have short-term relapses, or die, as long as they are redeemed again soon after and are all alive and redeemed at the end of the 10 years. This is comic books, momentary alignment shifts and deaths happen. The Thunderbolts you must keep on the straight and narrow are: Citizen V/Baron Zemo, Fixer, Jolt, Moonstone, Jenkins as MACH-3, and the merged Erik/Dallas Atlas. And yes you must keep Baron Zemo alive, even though he is a deteriorating copy of his mind existing as pure data when you begin this jump.

If you succeed at keeping them on the straight and narrow, as protectors and heroes of Counter-Earth for the full decade you will gain the following reward:

Reward: Bolt of Hope - The Thunderbolts brought hope to a world that was sinking into despair. Their presence helped the world turn around, and gave the people a shining example to strive for. And you did the same for the Thunderbolts themselves. From now on when you act in a heroic manner you will find that others attempt to emulate you, and that hope and morality seem to spread out from your actions like ripples through a pond. Your presence seems to inspire the best in people, teaching them to be heroes. Go forth and continue the good work.

World War III:

Shortly before the heroes would return to the main Marvel universe, Galactus would come to consume the world. Doctor Doom's repeated time travel, possibly with the aid of detonating the rift in reality to kill Galactus in one such time line, would create a moment of unreality where the universe would merge with that of Earth-50 of the Wildstorm universe which was also undergoing a moment of unreality in another - to use the Marvel term in use during the 90s - omniverse entirely.

On this merged world Doctor Doom had allied with the Skrulls and Daemonites to take over the world. America was still holding out, due in part to its high number of gun toting civilians, but was losing to the alien forces. The Fantastic Four - consisting of Reed Richards, Susan Storm, Robert Lane (Burnout), and Jeremy Stone (Maul) - returns from a trip to the Negative Zone where they sought to find Ben Grimm and instead found that their universe was actually 2 meant to be separate but held together by a lock that Doctor Doom had manufactured to keep himself in power. What follows is a final all out assault by the heroes, knowing that they are losing this war and attempting to stop Doom by separating the worlds.

You will arrive in this jump at the same time that the Fantastic Four are returning. Only in this version there is no lock, and the 2 universes are one and cannot be separated. The Fantastic Four have found nothing, and Doom, the Skrulls, and the Daemonites - along with the other villains working with them - seem poised to take over the entire Earth. Your goal here is to stop this, to drive the Skrull and Daemonites from the Earth leaving them both defeated and broken, and to remove Doom from power. Individual skrulls and daemonites can still exist on the world, and Doom does not have to be dead, but they cannot exist in any sizable force and Doom cannot hold power even over Latveria. Even those skrulls and daemonites off-world must have given up on their goals of conquering it, at least for the foreseeable future. In addition to succeed in this scenario the Earth must not have been destroyed, and humanity must not be extinct or in a downward spiral into extinction.

As a note, you may conquer the Earth yourself, enslave the daemonites and skrull, and make Doom your minion and still succeed. They simply must not hold sway themselves, or be present in substantial force on the Earth.

Should you succeed at this scenario you will gain the following reward:

Reward: World War XO - At the beginning of any jump you may choose one other setting. If you do so you will find yourself in a merged version of the two worlds. The exact details of this merger are out of your hands, up to Jumpchan, fate, or whatever force controls how 2 universes merge, but it will be no less dangerous or difficult for you than the unmerged jump (it can be more so), and this will not reduce the danger of any drawbacks in any way. Characters from both settings will coexist, and elements from both will mix and create no re-mixes of teams, powers, and the like. In short you can turn any 2 settings into full setting crossovers.

Finishing the Experiment: Endjump Scenario

The Celestials are powerful space gods known for using entire worlds as their experiments. The Earth is one of these, and Franklin Richards proves that it has come to completion. Except now their experiment is different. Now their experiment is you, and your return proves it is time to end the experiment. And when one finishes an experiment you clean out the petri dishes, which in this case means you.

The entire 4th Host of the Celestials are hellbent on seeing you dead. And worse as their experiment they know everything about you and your journeys. You will find that they have adapted many of your powers, or their counters from the worlds you have visited, and that your absolute effects and powers (including items, those of your companions' and so forth) are less than absolute when dealing with them. It may still require effort and resources on their part to overcome, but you will find that there is no unblockable attack, no true immortality, or immunity when it comes to dealing with these Celestials. They are also able to use any of your items which can normally not be stolen or normally refuse all other wielders; you are their experiment and they are their ultimate source. And as a note, the Celestials will be at their full power, before the nerfs and retcons which have whittled away at their power since the late 90s. They are strong enough to: overpower Franklin Richards who can create entire universes; strong enough to resist blows from the Odin Sword - the most powerful weapon in Asgard's armory - wielded by the Destroyer Armor powered by 3 Skyfathers and almost the entire Asgardian race; managing to damage one of the stronger Celestials from inside their brain required channeling so much power through Mjolnir it destroyed Mjolnir and did minimal damage which could be healed instantly; can recreate Mjolnir create a copy of Thor with all his powers and completely terraform a world at the same time with no noticeable effort; can turn Thor into a frog with a thought; reshape reality while still largely sealed by other Celestials; destroy an entire galaxy in their birth process (unclear if this is typical or was an experiment); and more. And they will be more powerful than before due to their observations and replication of the powers that have shown up during their experiment of your chain.

You do not have to kill the Celestials, you must simply survive them for the full decade. If you do the effort and challenge will have served to ignite your Spark, proving you were in fact a successful experiment, and not only will the Celestials (should you not have exterminated them all) accept you as one of them, if you desire, you will gain the following rewards:

Reward: God - You could claim to be one. You have been granted Franklin Richards' powers. Along with telepathic and telekinetic potential, he is a reality warper of a high order, with the ability to create multiple universes, as shown in Heroes Reborn and the Daydreamers miniseries where he made additional ones. Even as a small child he was able to put up a fight against a Celestial at the relative height of their power, before the series of nerfs and retcons which would follow and arguably begin with an adult version managing to destroy 3 of them. You are now his equal in potential, though you will have to work to achieve the full power that this grants you the potential for.

Reward: Celestial Being - Having survived the Celestials for a decade, you will find that you have undergone an apotheosis into being a star god yourself. You gain a Celestial alt-form as well as all the powers and abilities of a Celestial.

Reward: Spark - This was an endjump scenario. You obtain that final reward, your spark, granting you the freedom to explore the omniverse on your own power. Go forth jumper.

Outro:

Your time in this world has come to an end. Hopefully the reception was better than to the original comics these were based on… or at least the end result was as good for saving your chain from its end as the comics were for saving Marvel from bankruptcy.

Still, assuming you didn't fail your chain, it's time for a choice:

The Hero Returns: You know another world which needs a hero far more than this one. You must return to your own world. Your chain is done, but you will keep its blessings as you return to your original life.

Fate has decreed I remain in this universe: Or maybe like with the good Doctor von Doom fate has other plans for you than a return to your universe. Perhaps you have decided this world merits your protection, perhaps you would claim it in your name, or maybe even both. Whatever the reason you will remain in this world your chain at an end.

Beyond the Negative Zone: Of course there's a whole wide range of worlds to explore beyond Marvel's omniverse. The final choice is to continue, going to another world, and seeing what lies outside of the dream of Eternity.



Notes:

I decided to read the comics on a whim and decided that this would be an easy jump to make. Only 52 issues of comics. Plenty of materials and I'd not have to go off on all these rabbit holes… Enter the appearances in the Thunderbolts, FF volume 3, Exiles, the one-shots that followed after, need to see how it started with Onslaught, Daydreamers to see what was happening with Franklin, re-read the main series and one-shots to actually make the jump… I was **wrong**. And that's why no pictures. I'd rather put effort into making it function as a jump than in making it aesthetically appealing, and I'm burnt out on Heroes Reborn by this point.

While inconsistencies were the worst in the early Liefeld/Valentino Avengers (and I don't know whose fault they were, Liefeld put his name first and is the more recognizable name so he gets the blame in drawbacks), they were present throughout the series. Like Pym was not one of the Atomic Knights of the Round Table in early Iron Man, but was considered one of the gang being brought back together at the end of the line, and whether it was the Atomic Knights of the Round Table or the Knights of the Atomic Round Table is inconsistent. And Doom remade the world in a miniseries and then it showed up a little later in the Exiles not having been retconned into Doom's perfect world. So… yeah self-consistency was not the strong suit of the stories involving Franklin Richards' Counter-Earth.

All Powers can theoretically grow to their 616 levels, but start at the levels shown during events on Counter Earth/the character's version during the Onslaught Saga. In the case of Wanda's magic… look it's super inconsistent how powerful it can be in the comics I've read, and it was priced off of what was shown in this, which presented her as overall weaker than Loki (who would have that + Asgardian) though a threat to him if she'd been trained, so don't expect to be saying No More Mutants any time soon. You do you, though.

Moonstone was hard to judge, but one of the Thunderbolts I felt familiar enough with to try, and they did adventure on Franklin's Counter-Earth for a while. She's a Carol Danvers villain, but in the fights I've seen between them Carol has been substantially - post her own power creep - stronger except when Moonstone had a 2nd power stone and even then her physicals fell behind (though Carol's bounced a lot in the last ~15 years sometimes Thor level, sometimes reminding me more of Miss Marvel Vol 1 than Rogue or Vol 2). As one of Norman's Avengers she was one of his power houses, but still not really at the level of one of the big super strong guys, and the wiki puts her at 10 tons… which it's worth remembering Marvel tons is a relative to other characters and not actual

tons and 10 tons is Spider-Man level and he commonly lifts 20 tons, and his high exertion feats get into hundreds. Her speed is supposedly enhanced but… Moonstone isn't a good fighter so it's hard to tell.

Quicksilver and Carol Danvers didn't show up in the comics, but Quicksilver was a long term Avenger who was stopped from entering Onslaught due to being a mutant, had a relatively simple and well established power, and wanting to include some powers to not just be a copy of someone already on Counter-Earth I included him. Carol showed up because… I've read like 6 volumes of her comics (and a half-decade of Rogue having her powers) so while I haven't read most of her time in the Avengers I had at least an idea of what to place them at; though her powers have spiked a lot in the last 8 years.

Spider-Man showed up on Counter-Earth during the Heroes Return 4 parter which ended Heroes Reborn/started its focus on Doom.

Wolverine showed during Onslaught Reborn… which is technically another universe than this one. He also was killed by Miss Thing in her backstory in the Heroes Reborn: Remnants and while it's a joke comic that I only pulled drawbacks from otherwise… Look it gave me more powers to include.

Cable showed in one issue, but I didn't want to touch whether to give 'Cable with techoorganic virus' or 'Cable without' and while I like Cable at least from what I've read once he was retconned into being Nathan Summers I don't know his power level well enough to place and price in context.

Scarlet Witch just got made vaguely part of 'has magic' because that's how Heroes Reborn treated her powers and every time I read comics with her her powers are different. So her powers as shown in the comic were included in the Witch capstone, with the feats after her return near the end of the Avengers run possibly including the 400 CP perk as well. No guarantee that this can reach Scarlet Witch's comics power level because… Every time I read comics with her her powers function differently so I can't keep up there.

I thought about including some of the WWIII Image characters and still might but I'm not too familiar with them; I read most of Gen 13 but… they proved problematic (Burnout and Rainmaker are just Human Torch light and Storm light, and getting across Storm light would be hard and rather avoid X-Men expies; Fairchild is just Blue Eyed - yes she crossed over with Supergirl no not being able to budge Supergirl and getting head trauma from walking into her arm is not proof of superstrength being above that level - Roxanne and Grunge might make it but I can't remember either well enough).

I wanted to include more of the Inhumans, **especially** Crystal as she was shown entering Onslaught. However besides a psychic blast she doesn't seem to normally have (and might have been part of her suit), she didn't use her powers in these comics and I'm not familiar enough with them to add. Blackbolt was going to be added, but then I realized that I don't know his power very well and it can be used in a lot of ways I didn't know and I can't judge it. Gorgon made it because his power was simple at least according to the wiki. Medusa got in too.

Changelog:

Version 1.0.0: Published.

Version 1.0.1: Added Reset Survival. Shouldn't be needed if you end at Heroes Return but this is Marvel.