

Dr Strange Multiverse of Madness

by Sentry342

Following the events of Spider-Man No Way Home and WandaVision ripples have been created throughout the multiverse affecting many of our heroes. Soon however the consequences of these events will erupt forth. It will be up to Dr. Strange and the mystical forces to safeguard their world. Will you stand at the side of the heroes assisting them or will you ally with the forces of darkness threatening this world.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

1. Earth 616
This is the earth that you are familiar with and home to our version of the MCU. This world has recently undergone a number of disastrous events which have for the most part been resolved. America will soon arrive and be pursued by a Gargantos.

2. Earth 838
This universe is the home of the Illuminati and where a version of Wanda has managed to have a family in peace. Unfortunately this peaceful world will be drawn into conflict due to America and Dr. Strange after they arrive fleeing from Wanda.

3. Gap Junction
The Gap Junction is a plane between universes where the Book of Vishanti was hidden. This area allows for travel between multiple universes due to connections to multiple realms.

4. Collapsed Reality
This collapsed reality is the site of an incursion between two worlds. The only surviving being here is an alternate version of Strange. This version however has been corrupted by the Darkhold and has claimed to have been killing his counterparts in order to somehow gain a happy ending with Christine. It would be best if you fled before he notices you.

5. Utopia Parallel
Little is known about this universe. The only information we were given is that this is America Chavez's home universe. It appears to be a peaceful world that is not threatened by any invaders. Perhaps you could explore this unseen realm.

6. Free Pick.
You are free to choose where you choose from the available options.

Origins

Multiversal Traveler
Maybe America Chavez will feel better knowing that she isn't the only multiversal being roaming around. You are one of the few beings who traverses the multiverse. Maybe you found your way to your location via a portal or perhaps you possess your own ability to do so. Have fun exploring this world, just remember to be careful.

Sorcerer
You are a practitioner of the mystical arts. Perhaps you are one of the students under Kamar-Taj taught by Wong and Dr. Strange. You could simply be a wandering magician. Either way you are acquainted with the the mystic arts and all that is entitled with this knowledge.

Dark One
Like the Scarlet Witch you are someone who has seen the power of the Darkhold or through another source of Chaos Magic. This doesn't mean you are evil, but more than likely you are someone who treads on the boundary of light and darkness. Will you embrace your nature or do you wish to seek the embrace of the light.

Illuminati
You are affiliated with the organization known as the Illuminati. They are a group of powerful and influential beings who protect the world. This group primarily operates in the shadows only coming out in the open during the most dire of situations. You may be a member of their council or you could simply be someone who works with them such as Christine Palmer.

Age and Gender

You need to roll your age using a 1d20 + 1d8.

By default your gender is whatever you were previously.
It is 50 CP each to freely choose your own age or gender.

Race

Human - Free
You are a normal human being. You are the most common race that people actually care about here. You are likely from a lovely ball of dirt Earth. Your planet is famous for attracting powerful beings and the defeat of the mad titan Thanos. You will start out as a human in peak physical condition. You won't be on par with Captain America or Black Widow, but should be as good as the average SHIELD field agent.

Bull Man - 100 CP
It appears that Rintrah isn't the only Minotaur around. Like him you are a hyper intelligent and physically powerful being. Well at least compared to a normal human. You will probably need to find a way to hide your features or stay within areas that are accepting of aliens and mystical beings though.

Eldritch Monster - 200 CP
Well this is great it appears that you are one of the Eldritch Monsters created by the Darkhold that's rampaging throughout the multiverse. Some examples of this would be the Ribbon Monster and the Gargantos. These are powerful monsters capable of battling powerful beings with their innate powers alone. For example the Ribbon Monster was capable of killing one version of Dr. Strange.



Knights of Wundagore - 200 CP
The Knights of Wundagore are monstrous demon guards who protect the Darkhold Castle, as ordered by the dark entity Chthon. They guarded the castle until the Scarlet Witch arrived. You may become one of these demonic warriors. This option will also grant you access to the demonic magic and other unique abilities that they may possess. Should you choose this option you will not be bound to Chthon or any other demonic forces.

Synthetic Lifeform - 100/300 CP
Perhaps instead of all of these flesh and blood beings you would rather become a machine. This option allows you to become a synthetic lifeform. If you choose the 100 CP option then you may become a sentient version of the Illuminati's Ultron sentries or something on this level. Should you pay 300 CP then you may gain a higher level vibranium body similar to what Vision had. Though you have to get the Infinity Stone somewhere else.

Hybrid - Race cost + 100cp x amount taken
Perhaps you want to be a hybrid of the options above. Given Marvel's extensive history hybrids certainly are fairly common, but what about the options here? Do you want to be a hybrid of the demonic Knights of Wundagore and an Eldritch Monster, well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above

a Knight of Wundagore and Eldritch Monster would cost 600cp (200 + 200 + 200). Lastly you will get the unique abilities of every race you take such as the demonic magic of the Knights of Wundagore and the physical prowess of the Eldritch Monster.

The Living Tribunal - 3000 CP
This is the overkill option, the Living Tribunal is a cosmic entity in charge of safeguarding the multiverse from the imbalance of mystical forces and keeping order. The only being said to be above them is the One Above All themselves. This option will make you a cosmic being on the level of the Living Tribunal themselves. Keep in mind however that choosing this option will directly draw the attention of every powerful being in the multiverse. Think very carefully about whether or not you want to do this.



Perks
Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Magic - Free
Given how important Dr. Strange and the other practitioners of the mystical arts are here it would be a shame if you couldn't learn magic. This perk will grant you an average affinity with the various types of magic used here and skill equal to the average member of Kamar-Taj.

Universe Filter - 100 CP
This option is a cosmetic and physical modification that you can apply to any world you visit. Some examples of this are the cartoon universe, the paint universe, the noir universe, the block universe, and many others. The cartoon universe made everything look like an animated show while the paint universe turned all of its inhabitants into paint. Feel free to come up with any special themes that you can think of. You receive one type of filter each time you purchase this. You may freely swap them at will or turn them off.

Comic Book Beauty - 100/200 CP
This is the most common superpower, it seems that anyone important in a comic book world is always an incredibly beautiful or handsome individual. For 100cp you may become a solid ten out of ten. You will become an incredibly attractive individual and any imperfections you have will be removed. For 200cp you may enhance this effect even further. Your appearance will become legendary on par with goddesses of beauty and unmatched beings with a truly perfect appearance. If the first level gives you some admirers, this level will cause fan clubs from your appearance alone.

Comic Book Quality - 800 CP
While they do share the same source there is a large discrepancy in the power levels of the MCU and the comics. What if you could remove this gap or at least the limit on yourself. This option allows you to buff all of your abilities and powers to their comic book equivalent. An example of this would be Wanda. Her greatest feat in the MCU is probably her killing the entire Illuminati team. Her greatest comic feat however is depowering all of the mutants on earth. Your abilities will be buffed on this scale. This will include skills and your technological capabilities. This perk will also amplify all of your abilities by the gap between the MCU and Marvel Comics.

Multiversal Traveler

Why? Does He Have Bad Breath? - 100 CP
Like America Chavez and many others in the MCU you seem to have mastered the art of quips. No matter the situation you always seem to have some sort of witty or confusing comeback. The best part is that it will always be effective in any situation. For example you could say something in the middle of an epic battle confusing your opponent giving everyone a moment to rest.

I Made Some Sparks - 200 CP
Sometimes it can be difficult to control your abilities. You however seem to have instinctual control over your powers. This doesn't mean that you will have immediate mastery over them, but you will never have to be concerned about losing control. This will also accelerate the speed at which you gain mastery over them and the speed you increase your control.

Singularity - 400 CP
You are the only version of yourself that exists in the multiverse. No matter which universe you travel to, you will not encounter another version of yourself. This has some advantages such as allowing you to jump into any reality without anyone knowing your powers. If you want you may disable this effect allowing you to travel to different universes and meet your alternate selves. In addition this will also eliminate any ripples or issues caused by traversing the multiverse. So you won't have to worry about accidentally causing an incursion.

The Best Version of Yourself - 600 CP
While you may have avoided it due to the previous perk there are numerous versions of yourself. Some have unique abilities and varying levels of power. You however are worthy of being called the best version of yourself. Your skill level and power level are leagues above even the best alternative versions of yourself you may encounter. To give you a comparison, if the others are MCU Dr. Strange then you are the strongest version of Comic Strange. This perk will stack with any other similar perks.

Sorcerer

Are You Happy? - 100 CP
Are you truly happy with how everything has gone? This is a question that most people will immediately say yes to regardless of their actual opinion. This can have some negative effects however if you refuse to truly face reality. You have examined yourself thoroughly and acquired a true sense of your character. This has allowed you to transcend simple issues and to deal with various issues you encounter. You will always be true to yourself and will never fall to any delusions. This also grounds you from being manipulated and protects you from external influences.

There is Another Way - 200 CP
In order to save everyone, Strange has been forced into multiple situations where he had to sacrifice or lose someone to win. What if instead there was another way? Well you actually can answer this question. When everything is falling apart and all hope seems lost, you can find a path to resolve everything. This particularly shines in situations where you need to sacrifice something to win. Maybe as your friend is about to start their last stand you'll suddenly remember that you grabbed an artifact perfect for this situation. It might not be easy, but you'll always have a better choice if you're willing to take it.

Souls of the Damned - 400 CP
The Souls of the Damned are vile and violent spirits tasked with the punishment of those who would defile the dead through dark magic. But should one be a sorcerer of supreme skill, it would certainly not be out of the question for said sorcerer to utilize such spirits for their own devious little purposes. And you are one such sorcerer indeed.

Whether in this world or the next, you can call forth the Souls of the Damned from the dark and desolate void between universes. Once summoned, these spirits shall serve your every whim, assaulting your foes with reckless abandon and more. At first, you'll only be able to summon around a dozen such spirits, enough to fashion yourself a crude and skeletal mimicry of a certain sorcerer's Cloak of Levitation, but in time and with greater power, you will be able to savage and punish your foes with a veritable army of the damned.

Master of the Mystic Arts - 600 CP
The depths of magic are truly limitless and we have only seen a fraction of what this world is capable of. This perk makes you a true master of the mystical arts. You become a Sorcerer on par with Dr. Strange and the Ancient One. The amount of beings that surpass you in the mystical arts can be counted on one hand. This also boosts your talent in all magical fields. You could go from a complete novice in a field to a master in only a few months. Should you have a qualified teacher and ready sources of knowledge this time could be greatly shortened.

Dark One

A Loving Family - 100 CP
So many comics stories involve some sort of tragic incident that normally kills the family of the heroes. Yours however seems to be safe from this effect. That's right you can actually have a family that can be raised safely in this world. This protects them from supervillain attacks, random events like the snap, and common crimes. It won't protect them however if they put themselves in danger. For example if the kids want to become supers too then the villains still can hurt them or if they become soldiers then they can die in war.

I'm Being Reasonable Right Now - 200 CP
Woah honestly you are a terrifying individual. Much like Wanda you are incredibly skilled at intimidating others. Your mere presence can cause weaker opponents to flee in terror and suppresses more powerful beings. In addition, threats and deals you make become more effective. For example if you threaten to kill someone's student to make them surrender its basically guaranteed that they'll give in.

Dreamwalking - 400 CP
Dreamwalking is a spell contained with the Darkhold. It allows the user to travel to another universe by possessing your counterpart there. This however can have cataclysmic effects since it tears the boundaries between the universes apart. This perk grants you two options. First, you can possess your counterpart and there will be no damage to the boundaries of the universe. Alternatively you could instead create an avatar in a different universe. Your main body will remain, but you will gain a new body activity linked to you in the other universe. To clarify both options do not cause any damage, though you may disable this protection and intentionally cause incursions. Lastly you receive both options by purchasing this. You only need to buy this once.

Power Absorption - 600 CP
There are a wide variety of powers that are possessed by a multiple of individuals in this world. So many of their users waste their potential however. So why don't you take their powers and show them what they could have been. This perk grants you the ability to absorb the powers others possess by draining them. The main limit is that it takes a certain amount of time depending on the strength of the power. This also must remain uninterrupted to be successful. This means that you must subdue your target and isolate them during the process so that you are not interrupted.

Illuminati

We're the Illuminati - 100 CP
Who? At least that's what people will say whenever someone asks about you. Like the organization itself you are remarkably skilled when it comes to remaining hidden. As long as you wish to remain hidden and don't openly make any major moves you can remain in the shadows. Even organizations such as SHIELD and HYDRA will not notice you.

Alteration Immunity - 200 CP
When dealing with beings such as the Scarlet Witch who are capable of easily alternating reality you must be cautious. This perk protects you from any reality or temporal warping effects. For example if Scarlet Witch attempted to remove one of your body parts she would be unable to affect you. Granted this won't stop her from using a saw or simply tearing your limb off.

We Protect the World - 400 CP
While many dream of single handedly protecting the world, one person isn't enough. Often you will need a team to perform this job. Luckily you seem to run into powerful individuals fitting your desired quota quite often. In addition you have the charisma needed to successfully recruit these individuals. It might take some time to track them down, but you could easily forge a team on par with the Avengers or some of the other notable groups here.

Smartest Man in the World - 600 CP
Despite the power of beings like Dr. Strange and Scarlet Witch can be defeated by technology and a little common sense. You are now capable of matching the titans of intellect within this world. Your intellect is now on par with Reed Richards, Victor Von Doom, and Tony Stark. You will easily be capable of creating technology such as multiversal travel and the power dampening cuffs.

Powers

Super Soldier Serum - 100 CP
The first Avenger is always iconic whenever they are. A super soldier created using serum pushing them beyond humanities limits. This option puts you on par with Captain America and Captain Carter. You will be strong enough to hold a helicopter on the ground and capable of fighting thirty skilled agents at once in hand to hand.

Fantastic Fortune - 200 CP
This option allows you to acquire the powers of one of the Fantastic Four members. First is Mr. Fantastic who possesses elasticity. He can bend and manipulate his body to an incredible degree. Second is the lovely Susan Storm whose powers are invisibility and force fields. Third is Johnny Storm otherwise known as the Human Torch. His main abilities are his plasma form, pyrokinesis, and flight. The final option is Ben Grimm known as The Thing. He possesses a rocky form that grants him incredible strength and durability. Each time you purchase this you may select one of these individual power sets. Should you purchase the Thing you will be able to freely change between your normal form and the Things.



Telepathy - 400 CP
You are the equal to Charles Xavier in physic power. This grants you a wide array of abilities. First is the most obvious ability, telepathy which allows you to read minds and communicate with others. Some other examples of his powers are illusions, cloaking, mind links, and numerous other mental powers. You will also gain some telekinetic abilities to a lesser degree as well.

Infinity Infusion - 600 CP
You have been infused with the energy of an Infinity Stone. This grants you abilities similar to that of Captain Marvel. Some of your powers include invulnerability, the ability to travel through space, gravity manipulation, and the ability to fire energy beams. You will gain any other additional powers that Captain Marvel possesses as well. You may optionally purchase this once for each infinity stone to gain a power set based around them. For example the Mind Stone would grant you an array of mental abilities and mind control powers.

Black Bolts Cry - 600 CP
Black Bolt is the king of the Inhumans and is one of the most powerful beings in Marvel. He possesses a wide array of abilities. First is the ability to fly allowing the user to leave the ground. Second is his most famous and powerful ability, his sonic scream. Even the quietest whisper from Black Bolt can unleash devastating power.

An example of this is when Black Bolt killed his version of Dr. Strange by saying “I’m Sorry”. Lastly he possesses a wide array of other powers, but these are his primary abilities. Also you will possess full control over your scream and other abilities. Meaning that you can talk normally if you wish and that your power can not be used against you. For example if you had to suddenly stop using it immediately.

Chaos Magic - 600 CP



Chaos magic is the main ability that the Scarlet Witch possesses. This option will give you power equivalent to her at her best. The most terrifying ability that the Scarlet Witch possesses however is undoubtedly her ability to manipulate reality. She is capable of targeting both the environment and other beings. Some other simpler examples of her powers are flight, energy blasts, and the ability to truly destroy anything. Even objects as powerful as the infinity stones can be shattered using this power.

Multiversal Travel - 600 CP

This is the power that everyone is after, the ability to freely the multiverse. This gives you the power to create star shaped portals to other universes. You also can use this energy to enhance yourself. For example when America channeled the energy she was capable of matching Scarlet Witch temporarily and injured her. This energy can also be used as a powerful attack capable of cutting through space. There are few beings capable of surviving a blow like this. Lastly you will start out with proficient control over your abilities. You will be capable of opening and closing the portals at will to your targets. The power will be limited to your local multiverse however until you acquire your spark. At this point you will gain the ability to travel anywhere in the Omniverse.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%. Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Glass Prison - 200 CP

The glass prison is a treasure used by the experts in Kamar-Taj. This prison is capable of holding powerful beings on par with the Scarlet Witch enhanced by the Darkhold. This prison is capable of withstanding powerful attacks causing them to bounce around within the prison. Second, if the prison is attacked the prison will retaliate by launching razor-like spikes capable of piercing virtually any defense. The biggest issue honestly is getting someone inside in the first place.

Gap Junction - 200 CP

The gap junction is effectively one of the most secure vaults in all of Marvel. This junction is a separate dimension sealed away from the rest of reality. The only way to access it is a unique lock created by the user. This version will be attuned to you and function as a warehouse attachment. No one will be capable of breaking into this vault and only those you allow can even find it.

Collapsed Reality - 600 CP

This grants you access to a dimension made of previous jumps you have been. This realm is effectively an incursion of all the jumps that you have been to and are in currently. This realm will contain copies of the inhabitants and relics from each of the realms. Any unique features possessed will be capable of blending together and becoming something new. This realm will grow in size becoming exponentially larger with each new jump. It will retroactively include all of the jumps you have been to alongside all that you plan to as you arrive in each of them. You may take items and beings out of this reality into the real world if you desire. You will still have to pay however to import the beings into future jumps however.

Multiversal Traveler

Rememberer - 100 CP
This is a device used within Earth-838. It has the ability to replay and view memories. Normally it will automatically play whatever memory is considered most important to the user when they are viewing it. You may disable this setting however if you don't want people seeing your most depressing memories.

Sling Ring - 200 CP
A sling ring is a tool used by sorcerers to make it easier to open portals. This is your personal ring and will be enchanted to return to you if you lose it or if it is stolen. You can use this ring even if you have no talent in magic. It will make it noticeably easier to travel to other locations and will be able to access hidden areas such as other realms and warded areas such as Kamar-Taj.

Guide to the Multiverse - 400 CP
Given how it is inevitable that you are going to travel to many different universes it will pay off later to catalog them. This is a record that contains records and information on every universe you enter. Information such as common policies, major factions, and anything else relevant to the settings.

This is my Home - 600CP
This is your original reality and the universe you lived in. There do not appear to be many inhabitants in this world, but the area is incredibly large and houses many unique features such as floating mountains and other special areas. You will be able to freely travel to this area whenever you are. The area will remain hidden from anyone else and can not be located. Even beings capable of multiversal travel will be incapable of locating this universe no matter how far they look.

Sorcerer

Capey - 100 CP
Now be honest who doesn't want a sentient flying cape. You have acquired a relic similar to the Cloak of Levitation used by Dr. Strange. This cloak is heavily resistant to foreign magic and anything that could damage it. For example, Strange's cloak stopped a lethal attack from Wanda, saving his life. The cloak is also capable of acting independently such as when it saved America on its own and slapped Strange trying to wake him up. If the cloak is somehow destroyed, it will be repaired and reappear the next day. It probably will be a bit cranky though.

It Doesn't Have to be Alive - 200 CP
Ok this a little morbid, but you seem to have acquired a dead body belonging to an alternative version of you. This body's main purpose is that it can be used to channel powerful magics such as the Dreamwalking when you are out of your universe. Aside from this I'm sure you can come up with a use for a superpowered corpse. If it is destroyed you will gain a new body a few days later. This body will be able to transform into any of your alt forms allowing you to harvest unique and rare tissue samples.

Kamar-Taj - 400 CP
Kamar-Taj is one of the main strongholds possessed by the sorcerers and their forces. This sanctum will come fully staffed with a few hundred students of the mystical arts and a few dozen masters in charge of teaching them. This area is capable of using the magic of its inhabitants to defend the area. It was capable of stopping the Scarlet Witch using her full power for a few minutes. This is much more impressive than it sounds. Secondly it will prevent any inhabitants from being influenced by beings outside. For example Wanda used a mental attack on one of the students to break the defenses. This would stop that from happening as she would be unable to breach the defenses.

Book of Vishanti - 600 CP
The Book of Vishanti, known as the antithesis of the Darkhold, was an ancient book of knowledge and power that could be used by sorcerers. The book is supposedly capable of granting anything that is needed to defeat their foes. Little is known of the book's exact capabilities. We were however told that the book was used to stop an incursion between two universes. The book was capable of allowing Dr. Strange to resist Wanda's magic while he possessed as well.

Dark One

Classic Outfit - 100 CP
In Multiverse of Madness Wanda dons an outfit more reminiscent of her classic costume. This option will grant you a super suit allowing you to fit in with the rest of the costumed superpowered beings running around. This suit will be resistant to damage allowing it to protect you

Brazier of Bom'Galiath - 200 CP
This brazier is a mystical treasure capable of combating demons and other dark spirits. For example Christine Palmer was able to use it to destroy the souls of the damned when they attacked Strange after he used the Dreamwalking spell. The more power you supply it with, the greater the attack. A normal human might be capable of killing a minor spirit while someone like Strange could kill a Lord of Hell or another truly powerful demon.

Wundagore Mountain - 400 CP
Mount Wundagore, is an ancestral mountain surrounded by dark magic and witchcraft. Atop of this mountain is the stronghold known as Darkhold Castle. Within the castle are the original carvings of the Darkhold made by Chthon and the demonic army he left behind. This castle acts as a nexus enhancing rituals and other magics cast within. You will initially receive four Demonic Warriors, but you may create more within the castle.

Darkhold - 600 CP
The Darkhold, also known as the Book of Sins, was a book of spells created by Chthon the First Demon. This book has two main powers. First the book is said to contain infinite knowledge. Spells, formula, advanced technology and numerous other examples of invaluable knowledge are within this book. Second, the book amplifies the user's magic. While using the book Scarlet Witch was capable of easily overpowering Strange and a number of other sorcerers at the same time. Since you are paying CP for this you will be immune to its corruptive effects and gain access to the entirety of its knowledge as soon as you acquire it. You may also gain a third eye like Dr. Strange to represent the boosted power you have obtained.

Illuminati

The Ultimate Fishbowl - 100 CP
One of the things that ends up being ignored in most situations with multiversal travel is the issues that arise when arriving at new locations. Now I'm not talking about major stuff like collapsing reality, but minor things like diseases. This is a sealed chamber capable of analyzing anyone or thing placed inside. It will scan for any unknown diseases and other unique features that they possess in order to determine if their presence is harmful to any natives.

Ultron Defense Force - 200 CP
This is a force of two hundred ultron robots designed to secure and protect areas they are assigned to. They are useful and overall more efficient than normal guards, but they really can't do much against super-powered foes. For example Scarlet Witch easily tore her way through a few dozen without suffering any injuries. You will receive the blueprints as well allowing you to develop more robots. Maybe someone intelligent enough could upgrade these designs in order for them to become stronger.

Power Dampeners - 400 CP
This is a rather innovative creation made by Christine Palmer. This is a set of power dampening cuffs capable of restricting anyone from using their power. For example while Mordo and Dr. Strange had one of them and they were unable to use their magic in any way. This is capable of working on any individual regardless of their power level or their power source. The only restriction is that you are capable of putting it on them. The cuffs will be capable of resizing if you are dealing with a very small or very big individual. Lastly remember they still can use their normal skills so this wouldn’t really be effective on a tech based (Iron Man) or skill based hero (Black Widow) outside of being stronger than normal cuffs. Lastly you will gain the blueprints and materials necessary to create more of the dampeners.

Illuminati Headquarters - 600 CP
If you’re going to run a super powered organization capable of controlling the world you'll need a proper headquarters.The most important aspect of this however is that it will come with a council of Illuminati members. This will consist of individuals on par with beings such as Black Bolt and Charles Xavier. There will be seven members total not counting you. Should any of them die they will be resurrected or replaced, whichever option you prefer.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

What Could Have Been - 100 CP

As we have already seen, Strange didn't have much in common with Palmer no matter what he tried. One of the main questions he had was did any version of him get a happy ending. Unfortunately the answer appears to be no. This option grants you a chance at what could have been however. This is an individual who is perfectly compatible with you and fits your taste perfectly. They will receive 700cp to customize themselves and receive the second level of the Comic Book Beauty perk for free.

The Main Cast - 200 CP

This option allows you to take the important members of the movie. The main difference is that by purchasing them with this option they will be guaranteed to come with you and they will receive their appropriate perks. For example Wanda would come with the entire Dark One perkline and the Chaos Magic perk. It would also remove the corruptive influence of the Darkhold from her granting her the power without the external influence. This includes Dr. Strange, Wong, Wanda, America Chavez, and the members of the Illuminati.

Clea - 300 CP
Clea is the Sorcerer Supreme of the Dark Dimension. She is introduced to the MCU in the post credit scene of Multiverse of Madness. She is incredibly powerful, at the very least capable of matching Strange. We have yet to see how she will be handled, but this option will allow you to recruit this powerful sorceress now. She will come with the entire Sorcerer perkline and the second level of the Comic Book Beauty perk for free. Lastly she will receive an additional 400cp to further customize herself.



Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document.

I Will Get My Family Back

The main plot of the movie is basically Wanda trying to take America's power so that she can get her family back. Your goal in this scenario is to assist Wanda in her quest. You must somehow assist her in acquiring her family. You will have to deal with Strange and the other members who are opposing you however. You will fail this scenario if Wanda dies or gives up. Alternatively you could go for a more peaceful route. This method would require you to convince Wanda to give up on her quest and to find her a new family. The easiest route would be to find a universe where her children don't have a mother. The only fail conditions will be if Wanda dies.

Reward

The reward will depend on which route you pursued.

- If you assisted Wanda in her quest your reward for this goal is twofold.
    - First you may take Wanda and her kids with you as companions. The kids don't really have much to offer, but they are in need of a new dad. Maybe you could fulfill that role. Wanda however is incredibly powerful and is even stronger after absorbing America's power.
    - Second, since you assisted her Wanda allowed you to share in the power when she absorbed it. You receive the Multiversal Travel power for free. If you already purchased it then it shall be refunded.
- If you managed to convince Wanda to take a different path then you will receive two different rewards.
    - Similarly you will get to take Wanda and her new family with you. Wanda will have an unshakeable loyalty towards you for what you've done.
    - Second you will receive the perk The Redeemer
        - The Redeemer: You have shown that you possess the ability to pull beings back from the darkness and into the light. This perk makes it so that you have the ability to redeem or save anyone. Even the darkest individual will be capable of being saved. It may not be easy, but you believe that everyone deserves a second chance.

The Sorcerer Supreme

The Sorcerer Supreme is the leader of the mystical forces on earth. Currently Wong has taken up this mantle, but he isn't meant to hold the title forever. Your goal for this scenario is to become the greatest sorcerer in the world and to become Sorcerer Supreme. There is no limit on how long you have to do this. The only way to fail is to give up or presumably once Dr. Strange becomes Sorcerer Supreme. After all he's probably not giving the position up once he has it.

Reward

Your reward for this scenario is simple.



- You have become the Sorcerer Supreme demonstrating that you are the most powerful magic user on the planet. This carries two main effects. First you shall be recognized as a leader of the mystical arts. Even the gods of magic and similarly powerful beings will recognize your authority and treat you appropriately. This will also make those who are close to magic view you favorably. The closer they are to magic the greater the effect.
- Second, as recognition of your efforts you shall be enhanced one step further. Your magical capacity and might shall be greatly boosted. You shall become magic incarnate. Your spells will be stronger and magic itself will practically dance to your tune.

Drawbacks

Self-Insert +0
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe +0 CP
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. For example maybe you would rather go to the comic book universe instead of the cinematic universe. This option will also adjust the power of setting, improving both your powers and that of your foes.

Plot is King +0 CP
The movie's plot only takes place over a few days at most. If you want you may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

The Deleted Scenes +0
While we got to explore many new things and aspects of the MCU in this story there were even more that never appeared. For example Iron Man never appeared amongst the Illuminati despite his clear influence. Mordo was supposedly supposed to be decapitated. This option allows you to add these and various other small changes to the setting. As long as it doesn't invalidate the setting such as getting rid of Wanda you may do so.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Keep in mind that this does not give you any form of immortality. If you choose a long enough period you may be unable to survive the full duration of your stay.

You Screwed It Up Didn't You +100 CP
Like Stephen Strange you seem to have rather unfortunate luck when it comes to relationships. Maybe you're busy saving the universe or you have an overbearing personality. Either way you will seemingly be unable to have a successful relationship. At least you'll have the time to start a hobby or something else instead.

It's Tradition You Know +100 CP
When you meet the Sorcerer Supreme you are supposed to bow. At least people do if they respect you. Similar to how Wong is treated by Dr. Strange you just can't seem to get proper respect. This doesn't mean that they will ignore you or be disrespectful, but no one seems to care that you are the most important magic user on the planet. You better get used to your accomplishments not getting any real recognition.

The Person You Invited is Trying to Kill Us +100/200 CP
For one reason or another one of your allies here has become your enemy. You will seek them out at some point to get their help to deal with an unknown foe. Unfortunately you will then learn that they in fact are the foe you're facing. This will affect one ally each time you take this. Lastly you will forget that you took this

drawback once the jump starts. If you take the second level this guarantees that one of your stronger allies that is on par with you will be affected instead. For example if you were as strong as Strange you might get someone like Wanda for the second level.

If Only There Was Another Way +200 CP
Despite how much better the ending turned out after Endgame there are a lot of people that aren't satisfied. You seem to constantly run into these individuals. No matter how good you do these people will constantly find fault with what you did. The irritating part is that all of them seem to have some sort of comeback or quip that actually angers you. Before you ask, you are not allowed to hurt any of them unless they actually attack you.

Ok That's My Dead Body +200 CP
Ok that is kind of disturbing, you seem to constantly run into dead versions of yourself. Maybe you'll literally find their corpses or sometimes a nicer version such as a memorial. Mainly it probably isn't good for your health to constantly seem yourself dead. This is going to end up with you needing some therapy. In addition you're probably going to have to deal with whatever killed your old self as well.

I Have No Mouth and Must Scream +200/400 CP (Requires one of the 600 CP Powers)
Unfortunately it appears that you have been struck with a major limitation on your abilities. Similar to how Black Bolt is unable to speak without destroying everything in front of him or how America is only capable of using her power when she is terrified. You have some sort of similar limitation that greatly affects your life. Alternatively you could seal off the use of the power outright for an additional 200 CP. You will be stuck in a situation similar to how Black Bolt's mouth was removed making it so that he would die if he used his power.

No Toys Allowed +400 CP
It seems that your benefactor doesn't want you to get through the setting by relying on powerful artifacts. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as powers you've gathered from other Marvel settings.

I Just Want My Kids +400 CP
After the events of WandaVision, Scarlet Witch was corrupted by the Darkhold. She descended into madness and became obsessed with finding her children. Due to her

madness she became willing to do anything to accomplish her goal. For some reason she believes that killing you will give her the family she wants. You will not be able to reason with her and she will not stop until you are dead. Keep in mind with the Darkhold she was able to kill the entire Illuminati team on her own. So you better be powerful or very good at running.

Things Just Got Out of Hand +600 CP
You seem to have a good heart, you really do. Unfortunately your actions don't match up to your intent. Whenever you try to stop a crisis event personally you just seem to make the situation worse. For example, maybe you went to recruit an old ally only to find out that they were corrupted by an ancient artifact and are actually responsible for the problem. This will work in any situation regardless of scale. So weigh the options before you intervene in a truly desperate situation.

Have You Had The Dream of Falling off a Cliff +600 CP
You know how there are multiple versions of you scattered throughout the multiverse well some of them are way off the deep end. Well it seems one version in particular has taken to hunting down the other versions of themselves. They may have an actual goal similar to the version of Strange in the collapsed reality or they could just be insane. Regardless, at some point they will come for you. They possess similar abilities to you, but they will have already killed a few different versions of you giving them experience. Perhaps you should warn your allies as well before an insane version of you starts a rampage.

Your Desecration of Reality Will Not Go Unnoticed +200/600/1000 CP
This could be interesting and go bad very quickly. Like Dr. Strange you have done something that has drawn the attention of the entire multiverse. For 200 CP this was merely a minor blip. You attracted their attention for a moment and disappeared. It's likely that some people will wander over out of curiosity, but nothing reality altering should occur. For 600 CP you actually maintained their attention. This is going to result in the forces of numerous organizations visiting you and possibly seeking to capture/kill you. Lastly is the 1000 CP option, this option means that you have screwed up badly. Not only did you gain attention, but you managed to outright trigger an outright invasion between your universes and many others. The beings of Hell, the Dark Dimension, and others will soon appear to conquer your world. Please don't take this level unless you are confident in stopping the invasion. Also in case you are a monster and don't care about sacrificing an entire universe the invasion will be focused on capturing/killing you. So you can't just hide away and hope it stops.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

I want to thank Nerx, GodEmperorSmash50, mojavecourier, and everyone else that gave a suggestion for the perk.

Change Log

- v1.0 Initial Template Creation
- Jump created V1
- Added Synthetic lifeforms and Living Tribunal race options