Marvel
Super Soldiers

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Version 1.1

In 1940 young Steve Rogers, desperate to serve his country in the face of rising turmoil elsewhere in the world but rejected from military service due to his frail health, volunteered to be a test subject for Project Rebirth. A top-secret experiment conducted by Dr. Abraham Erskine, a scientist studying the secrets of human potential who defected to the United States from Nazi Germany: the goal of the project was to create a perfect human being to serve as the first of a legion of Super Soldiers to defend democracy itself from the Axis Powers.

The experiment was a complete success, but the Professor was murdered by a spy and, for security reasons, never wrote down the complete procedure or the recipe for the "super soldier serum." Steve was thus the only perfect human. Capitalizing on the investment, he was subjected to every form of training that the United States military had at the time as well as private martial arts training and equipped with a shield made from the nigh-indestructible "Proto-Adamantium," an alloy of iron, vibranium, and an unknown third metal that has never been replicated.

Thus, Captain America, the Sentinel of Liberty, was born. Leading both ordinary soldiers and the Super Powered Invaders on a rampage across Europe, fighting Nazis and their supernatural collaborators, and even punching Hitler in the face once (which he described as 'fun'). When Captain America throws his mighty shield, all those who chose to oppose that shield must yield. When it comes to a fight and a duel is due, then the red and the white and the blue will come through when Captain America throws his mighty shield.

This is not his story. There's a Darkside to the legacy of Steve Rogers. The manufacture of the first super soldier created a Superhuman arms race as the United States Government and their allies committed atrocities to recreate their success with Steve and later find substitutes while Nazi

Germany had a number of projects and secret societies working to counter Captain America and The Invaders. Post War, the situation escalated as the Soviet Union created the Red Room, HYDRA expanded from a secret society to a global power, and independent groups took inspiration from the growing struggle to create their own superhuman agents and living weapons.

You are one of these. You didn't ask for this, or if you did, you probably didn't know what you were getting into. You were trained and changed, forged into a weapon, but you escaped. Will you try and return to normal life? Go on the run? Try to live up to the ideals laid out by Captain America or other such paragons... Or will you be the monster that they made you to be?

You're here for a decade. Take +1000 Soldier Points (SP)

Origins

Weapon X: The most well-known division of Weapon Plus, infamous for brainwashing mutants and experimenting with mutant DNA and the nigh-indestructible metal Adamantium. In the last few decades, they've focused almost unilaterally on recreating and improving on their success with one James "Logan" Howlett, using his DNA or that of similar mutants to make immortal assassins.

HYDRA: Hail HYDRA! Immortal HYDRA! Cut off one head and two grow back! There are many contradictory origins for this stubborn group of bastards ranging from successors to the Thule Society to the latest incarnation of an ancient conspiracy. What's known is that in the modern day, many cells are successors to Nazi Germany's super soldier programs and, seeing as how they consist mostly of Nazis and Neo-Nazis, don't typically care about human rights when it comes to testing them.

Project Sulfur: Also known as Weapon IV, Project Sulfur started life as an attempt to create a general-purpose immunization agent against the potential for biological and chemical weapons. It was successful but gave the test subjects monstrous physical mutations. Because of the physical ability of these subjects, however, it was believed that an altered version of the SO-2 serum invented by Ted Sallis could be used as a substitute for the Super Soldier Serum. Sallis tried everything to make it work, collaborating with Dr. Connors, working with other scientists working on other super soldier projects, and even making a deal with the demon Belasco but couldn't get it to work. When he was forced to take his own serum to keep it out of villainous hands while lost in the Florida Everglades, the Man-Thing was born and Project Sulfur took on a new direction.

Project LiveWire: An experimental black ops squad composed of androids based primarily on Life Model Decoy technology. Going rogue due to their moral programming, the synthetic beings known as the LiveWires make it a habit to hunt down and destroy other unethical black ops programs, looting their vanquished foes to support their crusades. And uh, don't call them "robots." They don't care for it.

Sinister: A bit of an outlier, rather than a project or conspiracy Nathaniel Essex is but a single man... unless you count his many clones... and the fact that the original is long dead. One of the first people to recognize mutants in a scientific context back in the 19th century. Empowered first by Apocalypse and then by his own hands, Sinister is obsessed with the biology and DNA of mutants. Mister Sinister has via cloning, gene splicing, and even attempts at selective breeding striven to create an army of perfect mutants to aid him in his goal of world conquest... When he's not giving "bio-weapon" a new definition.

Skrullian: You're a Skrull... Or a human/Skrull hybrid. Or someone surgically implanted Skrull organs into you. Or you ate some Skrull flesh that got into the local meat supply, which happens *disturbingly* often. The point is, you possess the biology of a Deviant Skrull and someone, either the Skrull empire or earthbound scientists, has capitalized on it.

Kree Experiment: The product of both Progenitor and Celestial Experiments, the Kree are the first of a category of beings who would eventually come to be called "Inhuman" and created the other varieties by attempting to replicate their own creation using the inhabitants of other planets as base templates. These experiments, as well as countless others performed on themselves and others, were done for the dual purposes of creating shock troopers for their war against the Skrulls and finding some cure for their own genetic stagnation.

Ultimate: Are you... Sure you're from around here? A certain corporate entity was performing illegal genetic experiments using a stolen blood sample from a prototype super soldier and you were exposed to the results but... Nothing about this 'Oz' stuff lines up with objective reality. It's almost like you're from another universe or something.

Age and Sex/Gender are whatever you want. You can gain an extra 100 points by rolling randomly for sex. 1d4, evens male, odds female.

Any origin can be a Drop-In, either in the traditional sense or by having your Benefactor shove you into whatever clone or vat-grown super soldier was convenient. All perks and items are discounted to their respective

origins, discounted 100-point perks and items are free.

General Perks

All Origins receive a +600 SP stipend for General Perks only.

It's Super-SOLDIER (Free): You're not gonna be much of a super soldier if you can't fight. Whether or not you have actual military training or just a certain set of skills picked up from the life you lived before your enhancements you are competent in hand-to-hand combat and proficient in most firearms. You also know how to survive an extended tour stationed in the jungle or desert, know where to stick a knife to quickly and cleanly take out a target, and don't freeze or freak out under pressure. No matter what, you are at least the equal of any competent soldier. Furthermore, a soldier who is in bad shape isn't going to be a soldier for long. At the start of every jump, you find yourself at the peak of health and fitness, as though your entire life up to this point had been a carefully regulated regimen of diet, exercise, and medical care. Additionally, you'll find that you have a far easier time maintaining yourself at a state of fitness and are resilient against things like seasonal flu or the common cold.

I Mean, It IS A Comic Book (Free): Everyone's good-looking in comic books. You are now a solid eight out of ten, at least. Even beaten all to hell, covered in mud or blood, or in the process of killing someone with your bare hands, you're still presentable. Additionally, your hair always looks nice, you never have unpleasant body odor, your body quickly self-cleans, and you never have to brush your teeth or deal with unwanted body or facial hair. You can optionally customize your appearance or include a few exotic cosmetic effects as a side effect of your enhancements, which can be toggled on and off post-jump.

Additionally, this is a world where preteen children can outfight grown adults, octogenarians can be as spry and full of vigor as men in their twenties, and women with fitness at peak or superhuman levels look more like supermodels than superathletes. Not to mention all the teenage and prepubescent super-geniuses. This perk's effects are twofold: First, your physical age does not affect your physical, mental, or emotional capabilities. If you have ever been an adult, you have an adult's strength, mental faculties, emotional maturity, and other attributes even if you've been de-aged to a toddler. No matter how decrepit your body is, you can still do everything you did in the prime of your youth no matter how bad your arthritis gets, and don't have to worry about going senile. If you belong to a race that grows stronger with age or maturity, you keep those gains regardless of the current maturity of your form and will keep getting them even if your age or maturation halts. Secondly, your physical appearance

does not necessarily affect your physical abilities or vice versa. You can work out your muscles as much as you want but they'll never grow any larger than you want them to or have too much, or too little, definition or vascularity for your tastes even as your physical abilities increase. You may also, if you desire, obscure your true levels of fitness entirely and just look like an average person.

Artistic (Free): Did you know that Captain America likes to draw? He even drew his own licensed comics for a time. Wolverine meanwhile, surprisingly, has an appreciation of fine art. Choose a single form of artistic expression. A form of music, a style of drawing or painting, a type of sculpture. You now have a talent for it sufficient to do it professionally with a reasonable bit of practice. You also gain an expert-level understanding of the history and culture behind it, which updates per jump, and an eye and/or ear for quality and talent.

Empathy (100 SP): You may or may not be a people person, but you get people. You have a good read on people's emotions and either by intuition or by hard-earned wisdom, can generally figure out what to say to get past people's emotional armor and get them to open up a little. You're not some masterful psychiatrist able to cure problems overnight, nor a mastermind who can brainwash anyone with a few words, but you can get through to all but the most standoffish and walled-off people if only you're willing to put in the effort.

Guerrilla (100 SP): You know, everyone thinks about WWII but a number of super soldier projects started during the Vietnam War. Hit-and-run tactics, trap-setting, wilderness survival... You're an expert at all of it. And you're especially good at protecting yourself and others from those employing the same tactics.

A More Civilized Age (100 SP): You'd be surprised how many super soldiers just... don't use guns. Choose a single melee weapon, which can be anything from classics like swords and war hammers to less traditional options like, say, a shield. You are an absolute master at using this weapon both offensively and defensively, even in ways that honestly shouldn't work. This perk can be purchased multiple times for a different weapon each time.

Homegrown (200 SP): Nuke, the test subject of Project Homegrown, is... a perfect example of everything that could go wrong with super soldiers. Like Nuke, you've been implanted with a secondary cybernetic heart that enhances your stamina to low superhuman levels. Additionally, your skin has been flayed away and replaced with a self-repairing non-toxic plastic. It does all the work of skin but makes you more resilient to blunt impact, knife thrusts, and even small caliber bullets. Finally, your bones have been

reinforced allowing them to withstand much more weight than normal allowing you to fake low levels of superhuman strength for a time.

Kinetic Combat (200 SP): Much like Aaron Fischer, the Captain America of the Railways, you've been dosed with Alchemax's experimental "new and improved" Super Soldier serum which does absolutely none of the things the original serum did. What it does do, however, is give you the ability to generate an energy field that absorbs and redirects kinetic force, either as a barrier in front of you to block attacks or an aura about you to use as armor. With practice, you can use stored-up force to blast back projectiles caught in your energy field, and, in theory, you should eventually be able to fire off blasts of kinetic energy with enough time and practice.

You Can't Take Me From Me (200 SP): A number of super soldiers are created by people who don't ask for consent first or don't trust that their subject will stay on their side. Some form of mind control or brainwashing is common. Well, screw that. You have a nigh-unchanging core nature that you understand perfectly, which allows you to resist any form of mental or spiritual control or corruption. Your memories cannot be permanently altered. You cannot be changed against your will, and your willpower is superhuman. Even if you are lobotomized or suffer catastrophic brain damage, your brain will heal and you'll get back everything you lost soon enough and not even a manual override of your nervous system can make you do something you don't want to do.

Chronicle of Blood and Requiem of Shapeless Souls (300 SP/500 SP): Jo-Venn and N'Kalla are a pair of children, parallel creations of the Kree and Skrulls respectively, who by science and sorcery have had the memories of countless soldiers inscribed into their very blood. These two, living archives of the million-year-long Kree-Skrull War, were entrusted, first to an Elder of the Universe who exploited them for profit and then to Ben Grimm who adopted them as his own children. For three hundred points, you have a copy of one of their memory archives imbued into yourself, giving you countless epochs of aggregate experience as well as the history of the war from the perspective of one of the two races. Should you choose to be a second Kree Chronicle, you have the memories of countless Kree soldiers, who specialize primarily in direct combat applications of military force, while being a second Skrull Requiem will give you that of the Skrull forces, who while no slouches in direct combat are specialized more in the creative use of abilities and equipment, espionage, and asymmetrical warfare. And of course, both have a well-rounded foundation of basic soldiering. This by itself does not give you the aggregate *skill* of these soldiers, but with their memories and experience to guide you, you'll find that developing such skill comes easy. For 200 additional points, you get both sets of memories, which also

come with an objective and unbiased perspective and understanding of the Kree-Skrull War from its beginning to its end.

A Paragon (400 SP): Steve Rogers was disabled, weak, and sickly at a time when people like him were considered burdens who could best serve their fellow man by dying. His father was an abusive alcoholic. A lot of people would break from that, but Steve didn't. Nor did he break under the horrors of war. Flash Thompson was a bully turned alcoholic but he wanted to do better and though he stumbled, he grew as a person. Wolverine has had objectively one of the worst lives of anyone in the world but he keeps going.

You are immune to PTSD and similar illnesses. You don't break under pressure and in fact, find you do better under stress. You process stress, anxiety, and trauma very well and can always recover with time. Additionally, no matter how many horrific experiences you go through you cannot become someone that you do not want to be. They can change you, but only for the better, pressure crystallizing your willpower like coal into a diamond or mistakes teaching you how to do better next time. No matter how despicable you believe yourself to be, you can always find yourself able to do the right thing or change for the better. People look up to you as an inspiration, even when you think you don't deserve it.

Power Broker (400 SP): The Power Broker is a name used by several businessmen who employed a procedure created by Karlin Malus. As long as you're willing to sign a waiver and pay upfront you can just buy a 'brick' package. Whether you paid for it out of pocket or if the people who enhanced you cribbed some notes you've received this treatment and possess the strength to lift ten tons, absurd stamina, your agility and reflexes are noticeably beyond peak human, and you have several times the durability and toughness of a normal human.

Master of Tasks (400 SP): You've received a perfected version of the Super Soldier Serum variant that Tony Masters received. Since you're paying SP for it, and since other people have similar powers without explicitly having this talent, you also get his prodigious skill in mundane physical mimicry. First, the way your brain processes memory is altered, giving you a boost to short-term memory and information retention. This perk by itself doesn't give you perfect memory, but your memories going forward will be more accurate. More obviously, however, is the major boost to your reflexes. Not only do you have reflexes comparable to Spider-Man (albeit a Spider-Man without a Spider-Sense) but your reflexes become "photographic," that is to say, your nerves and musculature adapt to be able to both counter any physical movement and replicate it within your own body (adapted as necessary, within reason.) Any movements you observe are permanently stored in your memory even if you forget where you saw them (and copied

movements can help you remember the person you copied if you forget) and can be imitated at any time. Once you memorize enough of someone's movements, you gain the ability to predict how they move during a fight... However, how much is "enough" varies from person to person. Unlike Tony, your version doesn't have any side effects that would cause memory issues in the future and has additional minor effects that compensate for the risk of "running out of room" so there's no risk of amnesia, dementia, or death of personality here. However, just because you have Spider-Man-tier reflexes that does not mean you have Spider-Man-tier strength, toughness, or flexibility. You can, when imitating a movement, push yourself up to twice your normal limits in any given attribute in short bursts, but it's going to wear you out fast and anything beyond that runs the risk of serious damage. Also, you have trouble predicting, and cannot copy, the movements of any body part you don't have.

You Got The Power, Man (600 SP): Project Power, also known as Weapon VI, is a Weapon Plus program spearheaded by Noah Burnstein using the super soldier serum derivatives his father Hans Burnstein, a Nazi scientist, created and his own research into bio-electrical stimulation for medical and, of course, military purposes. While Noah himself isn't a bad person per se, despite who his father was, his habit of experimenting on prison inmates in the guise of medical research and the fact that very few of his test objects come out better for their enhancements raises questions... Regardless, you've received a stable version of the powers granted by the project. Your skin is as strong as "Titanium-Steel ," which renders it impervious to conventional firearms. Your musculature and bones meanwhile are also increased in strength and durability, allowing you to not only withstand the kinetic force of such impact but easily lift six tons over your head. Your strength will continue to grow slowly but steadily over time as your body acclimates to the treatment, and as a result of your cells being supercharged, your body heals all injuries at three times the speed and efficiency you'd expect otherwise. However, do keep in mind your toughness doesn't increase anywhere near as quickly as your strength, and no matter how strong you get your organs and nervous system are only slightly more durable than normal(though the force has to actually *get* to them, first.)

Heroic Blood (400 SP): You've received an injection or transfusion of blood from Captain America himself, and thus the Super Soldier Serum flows in your veins and propagates through your cells. You are genetically, physiologically, and biochemically perfect. You possess eternal youth and biological immortality as well as perfect photographic memory with total recall and perfect indexing. It's not canon, but in your case, your memory is also fully retroactive and tamper-proof with protection from harmful memories and the ability to repress and unrepress unwanted memories at

will. You are in all mental and physical regards the absolute pinnacle of your species and can flawlessly maintain this state even if you spend a year straight sitting on the couch eating junk food. Your skills do not degrade with time or lack of use and you can learn anything with ease, mastering tools and weapons almost as fast as you lay hands on them and going through years of training and physical conditioning in months. You are immune to all natural diseases and most synthetic or supernatural ones, metabolize toxins too fast for any amount of alcohol to have an effect on you (unless you want it to), and cannot experience negative mutations or cancers. Your body can purge toxins that otherwise would just build up in your system and will quickly recover from any form of genetic damage. In rare cases, foreign biomatter that finds itself in your bloodstream may be assimilated into your own physiology to make you even more perfect. A transfusion of your blood can grant these benefits to another, or have even greater effects if mixed with the blood of another superhuman. Finally, the drastically enhanced health and fitness granted by the serum meant that the people who enhanced you felt comfortable getting a little more... Experimental. This serves as a Capstone Booster.

Weapon X Perks

Canadian Ninja (100 SP): No relation to those weirdos in Jersey, you've been trained as a spy and assassin in both modern and not-so-modern ways. You're proficient with a wide variety of knives and swords and can move surprisingly quietly even if you have metal bones. In fact, your weight never seems to be an inconvenience to you. You have excellent situational awareness, a reasonable knowledge of common poisons that updates per jump, and when you walk into a room you reflexively and instinctively figure out how to kill everyone in it as quickly and efficiently as possible with the skills and tools available to you. This last bit can be toggled on and off reflexively and at a moment's notice, for those who don't want to think about murdering their loved ones.

What I Do Isn't Very Nice (200 SP): Weapon X specializes in assassination and black ops. Wet Work. Their enhanciles are weapons to be pointed at the enemy, and a weapon with a conscience isn't a very good weapon. At will, you can turn off your morals and empathy and dial down your emotions in order to get the job over with or do what needs to be done. You might still feel bad about it later, but even once you toggle them back on you won't lose much sleep... And if you genuinely believe that a dirty deed needs doing, you can do it without blinking, empathy on or off, and sleep like a log that night.

> **But I'm The Best There Is At It** (400 SP): You have the skill that comes with decades of training and experience in the military. Something elite, like the special forces or The United States Marine

corps. In addition, you are an expert in virtually every martial art and form of hand-to-hand combat onEarth. Maybe even a couple from off-planet. In a mundane world, you'd be the greatest martial artist who ever lived.

Living Weapon (600 SP): You've been spliced with the DNA of Wolverine or one of his kids or counterparts. Your bones are superhumanly dense and you recover from all harm, physical, spiritual, and psychological, at a drastically increased rate and can make a full recovery from things that would normally maim you for life. Physically you can survive being skeletonized or partially liquified and recover in minutes. Mentally, even without an anti-trauma perk you'll get back to functional in record time and aren't susceptible to memory loss or change in personality from brain damage. Your healing factor can even push back against psychic intrusion or spiritual corruption, though not to an extreme degree. The physical aspect of your healing factor keeps you in your physical prime and in peak condition. Your healing factor is even mildly adaptive, but it'll take a lot to see results and you'll never be outright immune to damage from this alone. Additionally, you possess a set of retractable claws. It could be a set at your fingers and toes, some from your knuckles. Could be from your wrists, between your toes, the heel of your foot, wherever, and could vary in length from an inch to a foot. Finally, your bones and ligaments are infused with True Adamantium, which combined with their natural density makes them virtually unbreakable. This does not have any noticeable effect on the functions of your skeletal system and unlike Wolverine, you don't have to deal with heavy metal poisoning from this.

> **Living Extinction** (Capstone Boosted): Rather than just Wolverine, you received an infusion of DNA from him, Sabretooth, Warpath, Domino, and Bruce Banner. Additionally, you gained cybernetic and nanomachine implants based on those of Lady Deathstrike, an infusion of gamma-modulating Sternbots, and exposure to a Hulk's worth of gamma rays. In addition to the above benefits, you gain the ability to assume a form with the size and power of the Incredible Hulk on top of them. In addition to more than doubling the speed and power of your healing factor, you have superhuman strength sufficient to level cities and toughness enough to shrug off weapons of mass destruction. A little-known fact about the Hulk is that he 'thinks in math,' subconsciously doing the calculations in order to know exactly how much force he can exert without killing someone or breaking something he doesn't want to break, and you gain this as well gaining perfect modulation of your strength in this form. By default, your gamma signature is identical to the Hulk's but you can alter it at will. This is just for starters: You have the potential to undergo secondary mutations to develop the powers of the other

mutants you were spliced with, Clayton Cortez eventually learned how to alter his Hulk Form to imitate other gamma mutates instead of the original Hulk, and you could gain new powers all together from the interaction. Finally, while in your Hulk form you are self-sustaining. You're not only the best there is, you're the strongest there is.

HYDRA Perks

Hail HYDRA! (100 SP): Whether you like it or not, you were trained by HYDRA, and HYDRA's mooks are, uh, mooks. Faceless, expendable. You'd be surprised how much of an advantage it is. You're a master at laying low and avoiding unwanted attention just by presenting yourself as a random background character. It's not foolproof, however, so make sure you're ready before you go loud.

Stupid Jetpack Hitler (200 SP): HYDRA did most of the Nazi super science stuff, inherited the occult research of the Thule Society, and may or may not be the latest incarnation of a conspiracy dating back thousands of years. They're used to handling weird stuff, and between training and time spent in captivity, you've learned a thing or two. You can easily figure out the intended function of or how to use any super-science device or mystical artifact you get your hands on. It won't be instant, but you'll be able to use it competently by the end of the day.

Cut One Head Off... (400 SP): HYDRA is a stubborn bunch. They never seem to stay down for long. And like it or not, that's true of you now. Sometimes, when by all means you should have died, been lost across the multiverse, destroyed utterly, or so on you can miraculously survive. Not unscathed, but in a condition that you can recover from. This recharges once per jump or once per decade, whichever comes first.

***IN*human Torch** (600 SP): Jim Hammond, the synthetic human, was a modern miracle. And a living weapon of mass destruction able to generate fire so hot that bullets melted before they could touch him and shoot out blasts of flame, plasma, raw heat, or even nuclear radiation as well as shape the same into solid constructs. Combine this with his ability to survive dismemberment, the fact that he doesn't need to breathe and that his metabolism and powers are sustained entirely by ambient sunlight and it's no wonder that the Axis created a cavalcade of copycats. You have either been hyper-saturated with Horton Cells or, if a drop-in, may just flat out be a Synthezoid, granting you all of the above powers.

Ubermensch (Capstone Boosted): Ubermensch was the code name assigned to one of Arnim Zola's test subjects in Project Nietzsche, the

German Super Soldier Program. We're just going to ignore everything wrong with that concept. Captain America, the Human Torch and Toro, and Namor the Sub-Mariner were captured and placed in a machine that analyzed their genetic, biochemical, and physiological makeup and then copied them into the test subject. Fortunately, Bucky tracked them down and interrupted the experiment before the process could stabilize, leading to the German super soldier losing his powers, but... Well, with access to both Horton Cells and Super Soldier Serum, the people handling your enhancement decided to dust off that old experiment for another round. In addition to the benefits of the base perk you also possess the superhuman strength and toughness, hydro-and-atmokinesis, and flight abilities of the human/Atlantean Mutant hybrid Namor and the elemental and chemical transformations and manipulations of the Inhuman Toro (effectively doubling the firepower from the base perk.)

Project Sulfur

Career (100 SP): In the modern day, Project Sulfur's test subjects consist mostly of normal people who stumbled across things they shouldn't have. You have a decade's experience in something like Journalism, Private Investigation, Forestry, or anything else that would justify you stumbling across an organization experimenting with supernatural plants and fungi.

Telefloronics (200 SP): Speaking of which, just from osmosis you've gained great familiarity with supernatural plants and fungi. Particularly telefloronics, colonies of symbiotic plant and fungal matter that can be programmed for a number of medical or bio-enhancement purposes. Be careful, Beast experimented with this stuff and almost wiped out a small country.

Immunity (400 SP): The original goal of Project Sulfur was blanket immunity to all biological and chemical weapons. You are immune to all drugs and toxins and are not subject to any kind of infection. This immunity is absolute and even extends to things like the Hunger Gospel or diseases that are vectors for supernatural corruption but can be toggled off if you want to be infected by something or get drunk or whatever.

Man-Slaughter (600 SP): A Man-Thing that retains their human mind, you are a telefloronic organism. A colony of symbiotic fungus, moss, algae, and plant matter controlled by a human mind and soul. You possess potent florakinesis, power over plants and fungi, in an area roughly a city block wide. You possess vast superhuman strength and toughness, can stretch or deform your body, generate simple weapons, and regenerate. Finally, you secrete a mild supernatural acid, which while normally harmless corrodes

and ignites on contact with a sentient being who is currently experiencing the emotion of fear. If bits of you are cut off, they'll turn into little miniature versions of you under your control until they rejoin with you. Unlike the original Man-Slaughter, you can revert to human form at will but lose out on these powers in that form.

> **Bloodroot** (Capstone Boosted): It's not 100% clear what exactly Dr. Bloodroot did to himself but the combination of the Super Soldier Serum, the SO-2 serum, and a few other experimental treatments made you something similar. Your area of control is now at least a small city in range and can be trained up with effort. You can even control sentient plants and fungi, infect others with bits of yourself to take control of their bodies, and you don't lose out on powers while in human form. You can even undergo partial transformations and mix and match your telefloronic form with other alt-forms.

Project LiveWire Perks

Life Model Decoy (100 SP): Yer an Android, Jumper. The LMDs are synthetic humanoids meant to serve as spies and body doubles. Most can pass for humans, some better than others, and range in sophistication from simple automatons to full-fledged artificial humans. As a member of Project LiveWire, you're the latter. Your body is composed of rare metal alloys, advanced plastics, and wiring that gives all of your abilities a superhuman edge. Additionally, you possess nanites that repair your body at a rate comparable to a human with a healing factor. As a bonus, you're a pretty solid actor and have some decent skill at espionage. Post jump, you can toggle whether you're organic or synthetic.

Cornfed (200 SP): Like the brains of the operation, your hardware and software are optimized for processing. Not only are you smarter than before, you think faster than before. And you're not just generically smarter, you're better at critical thinking, lateral thinking, reading comprehension, information retention, and inductive and deductive reasoning. Additionally, you have a grounding in strategy, tactics, and logistics, and are good at coordinating the actions of others.

Modular (400 SP): The LiveWires aren't 'pure' LMDs, they also have technology derived from other androids and tend to upgrade and modify themselves based on the technology they've liberated from rogue or immoral black ops programs they've targeted. Any modifications you make to your own body are Fiat-backed and you can be assumed to have any scientific, engineering, or medical skills needed to install or remove tech from your body.

Stem Cell (600 SP): Like the baby of the bunch, you don't have a set specialty yet giving you a great deal of versatility and adaptability compared to the others. That is to say, you learn and develop at a somewhat accelerated rate. Additionally, the repair nanites in your system are more advanced allowing you to use your "stomach" to replicate any technology you know how to make, assuming you have access to raw materials. Finally, this is accompanied by a great deal of general but advanced scientific and technological knowledge.

> **Metastasis** (Capstone Boosted): Oh boy... You're uh, you're made of some more advanced tech than the other LiveWires. You have much in common with some experimental LMDs that SHIELD created based on an android, Master Matrix, discovered by a pair of CIA agents (incidentally, the parents of a certain Amazing fellow.) In addition to your technological database, you also have a biological database and can alter yourself to imitate not just the appearance but the natural abilities and superhuman powers of anyone in the database. By default, you can only use one at a time... But you're not the default. With Captain America's genes as your first-ever sample not only are those traits a permanent part of your being but your body has adapted drastically, gaining denser alloys giving you strength and toughness comparable to Gothic Lolita and advanced sensory abilities on par with Hollow Point Ninja. Additionally, you can, with a great deal of training, slowly learn to mix and match traits. By default, your genetic database only has a handful of ordinary humans (and Steve Rogers), but you have the means to analyze the DNA of others in seconds as long as you have a small biological sample, adding it to your library permanently.

Sinister Perks

Fabulously Bombastic (100 SP): Pop Culture Trivia: While this origin was ultimately discarded, Mister Sinister was originally supposed to be a psychic manifestation of a child's conception of a cool supervillain. And for whatever reason, he's decided that you need to fit that mold too. Be it sassy and campy, flamboyant and bombastic, or sadistic and, pardon the pun, sinister you are a master of... *Presentation!* If you want to, you can have all eyes on you and are sure to leave an impression.

Biology Is My Bitch (200 SP): You have perfect reflexive and conscious control of every part of your body and all bodily functions. Enough to wiggle individual toes or change your heart rate. This extends to any superhuman abilities you possess that are even loosely tied to your biology, and you will never accidentally say, give yourself a stroke because you were

playing around with your aforementioned heart rate.

It Was A Flaw, So I Pruned It (400 SP): Nathaniel Essex is an absurd perfectionist, to the point that he genetically engineered himself to fine-tune his personality. And this extends to his creations: You have no innate, biological, or racial weakness. Nor do you possess any weakness that you would normally possess as a byproduct of any supernatural powers you might possess. This extends to vulnerable points on your body, substances or energies that would debuff, severely harm, or instantly kill you, and irrational impulses and compulsions but does not extend to the need for sustenance. You still need food, air, and water, a vampire might not fear the sun or need an invitation to enter a house but they still need blood, and a if you gave this to the Farmboy over at the Distinguished Competition, he would still need yellow sunlight even if he's no longer depowered by red.

The X Is What Makes It Cool (600 SP): Sinister is a narcissistic sociopath. He actively conditions himself to think that he's the only real person. But even he is capable of sentimentality. He was genuinely impressed by the skill and ability of Kraven the Hunter and, after Kraven's suicide, vowed to honor the man's legacy by making something cool with his DNA. Many years later, Xraven was the result. An inert piece of the Carnage symbiote circa the clone saga combined with Kraven's genome and the DNA of the original five X-Men, Xraven had the hunter's skills and physical ability augmented with Carnage's genetic adaptation, Cyclops's optic blasts (sans control issues), Jean's psychic powers, Ice Man's cryokinesis, Angel's aerial adaptations (but not his wings), and a streamlined version of Beast's atavistic body, all circa their teen years. Xraven was the perfect bounty hunter until he read the mind of Scott Summers and learned what Sinister did to his favorites... You are, in a way, Xraven 2.0, and possess all of those powers yourself with room to grow, as well as any secondary abilities they possess that are unlisted.

> **But Why Settle For A Mere Repeat?** (Capstone Boosted): However, Sinister has improved in skill since Xraven's creation, and a sample of Super Soldier Serum is an opportunity that one is loath to squander. More recent samples, a little fine-tuning, and letting the super soldier serum do its work and you find yourself gifted with the powers of the original five X-Men far more recently, including not only a much greater extent of Jean's psychic powers, Bobby's cryokinesis to a greater extent and his secondary mutation, greater access and mastery of Scott's kinetic blasts, and Hank's much greater physical attributes sans his inhuman appearance (unless you want it) but also Archangel's healing blood, techno-organic enhancements, and unlike the base perk the ability to generate his wings. His *razor-sharp* wings, whose feathers are various shapes of blade that can be flung off as projectiles, and which can optionally secrete a deadly neurotoxin. If

that wasn’t enough, your symbiote DNA is much better integrated, allowing you to generate a symbiote suit from your body that is part of your body and can’t be removed. It has no sentience of its own, but it has all of the powers of the ‘Dark Carnage’ symbiote circa the Venom Island storyline.

Skrullian Perks

Skrull Deviancy (100 SP): The Celestials experimented on Skrullos, the original homeworld of the Skrulls. Unlike Earth, on Skrullos their Deviants, after a brief period of interbreeding with the baseline Skrulls, wiped out all but a handful of the baseline and Eternal populations, that is to say, almost all living Skrulls are Deviants. Deviant Skrulls possess a hint of genetic adaptability, a more stable form than their earthling cousins possess, but their signature ability is their metamorphic power. Their ability to alter their volume, shape, density, coloration, and texture to take any shape they can imagine is limited only by their limited ability to alter their mass and a seeming restriction to remain more or less solid. Once a form has been taken, only a conscious act of will or the death of the Skrull can revert it. By some means or another, you've got these biological traits as well. By default, you can assume any humanoid form of roughly the same size as your base form but with practice, the only hard limit is that you must maintain roughly the same mass. As an aside, Skrulls who pursue artistic pursuits tend to be very good at sculpture due to an intuitive understanding of shape, proportion, and fine detail, with it being noted that N'kalla has nothing to learn from her adoptive mother Alicia Masters in that regard.

K-Class (200 SP): Or... Maybe mass isn't as big of an issue as you'd think. K-Class Deviant Skrulls are roughly equivalent to human Mutants, possessing a mutant power instead of or in addition to their deviant abilities. Whether you're a natural Skrull Mutant or just have had one's genes grafted to you by some means, you possess a mutation similar to G'illian Blax'zthor, that is to say, the ability to freely alter your mass without limit with your body becoming more or less dense as needed. In addition to obvious applications in terms of strength, durability, and movement, when combined with Skrull shapeshifting the only hard limit is that you remain mostly solid.

Undetectable (400 SP): The Skrulls are a race with access to sorcery being relatively common. In the lead-up to what became known as the Secret Invasion, spells were laid upon many Skrulls to compliment their shapeshifting as a tool of infiltration. Your mind cannot be read, instead, anyone trying sees what you would want them to see or what they'd expect to see from the person you're pretending to be. Nor can you be detected by biometric sensory equipment, blood tests, DNA tests, lie detection mundane

or supernatural, or spells meant to pierce disguises or revert shapeshifters. Spells meant to reveal how you think of yourself remain a weakness, however, and you could theoretically be compelled to reveal yourself if under mind control, but otherwise, the only way to reveal your true form, your inner secrets and thoughts, or anything else about you is by your consent... Or, you know, killing you if you're a shapeshifted Skrull. This disguise is so comprehensive that when a Skrull in the form of Hank Pym impregnated Tigra, the resulting offspring was genetically Pym's son without any detectable traces of Skrull biology. Thus, this perk means that people can't mess with your DNA without permission, and you can control what of your biological traits you pass onto your offspring if, you know, that's at all relevant.

Super Skrull (600 SP): The name is less pretentious in Skrullian. The Skrull Empire's design goal when it comes to super soldiers is to study and replicate the abilities of other superhumans and combine multiple sets within the same individual. Originally done with cybernetics and an external power source fueling them from a distance, most modern Super Skrulls are made with a combination of genetic engineering and, whenever possible, replicating the original power origin. You're a Super Skrull replicating the original but with more updated technology. That is to say, you possess the combined powers of Mister Fantastic, The Human Torch, the Invisible Woman, and The Thing. In the case of the Thing, the strength and toughness are separate from the rocklike carapace, which you can manifest separately, and you also possess the training necessary to switch between powers rapidly and use multiple powers simultaneously. These powers start out weak, roughly on the level the Fantastic Four possessed when they first encountered the original Super Skull, but they'll grow with time and training. You also possess the original Super Skrull's fifth power, a hypnotic gaze that allows you to mind control those you lock eyes with, though it's rather obvious when you're doing this.

> **Super Power** (Capstone Boosted) The Power Skrull was the second attempt. He had powers that were imperfect recreations of the mutants Storm, Ice Man, and Colossus. The technology has come a long way since then, however. Normally, trying to put too many powers into a single Super Skrull dilutes the process, as seen by a number of Skrulls during the Secret Invasion who were just... chumps, compared to what powers they had, but with Captain America's powers in the mix, the limits are a bit looser. You've been given powers based on the Power Skrull's template, in addition to the original Super Skrull's, though with the aforementioned improvements in the technology they're much more accurate. That is to say, you possess the flight, atmokinesis, and bioelectrokinesis of Storm, the Cryokinesis and Thermokinesis of Ice Man, and powers

based on Colossus that... Seem to have blended very well with your Thing-based enhancements. That is to say, your base strength and toughness are increased significantly, and when you transform you gain the best traits of both the Thing's rock-like form and Colossus's Osmium-Steel Flesh. Iceman's and Storm's powers are respectively based on their abilities before his secondary mutation and her ascension to Godhood, but two Omega Level mutant powers are nothing to sneeze at regardless.

Kree Experiment Perks

Kree Physiology (100 SP): You're a Kree, or half Kree, or have been modified to have Kree-like physiology. The Kree have superhuman strength, roughly enough to lift two tons, and toughness due to having much denser bodily tissue than humans as well as more redundancies in their bodily systems, including duplicate organs, that give them roughly twice the endurance and stamina as an ordinary human. Normally the Kree need a bit more nitrogen in their atmosphere to breathe comfortably than a human does, but that doesn't seem to be an issue with you.

Judge, Jury, and Executioner (200 SP): That’s the role of the Kree Accusers, and you've been trained for a similar task. First, you have a great knowledge of the laws and customs of all peoples who live on your starting planet and any intergalactic laws and customs that apply to it, which update per jump. Second, you'll have great luck in either finding employment in some regards to law enforcement or convincing people that you are of legal authority, in some cases even overlooking certain discrepancies like "only men can be cops on this planet" or "you're too young to have attended the academy." Third, when you want to, you can be incredibly intimidating and, again when you wish it, possess an almost palpable aura of charisma that makes it easy to convince people that you are an Authority, you know The Law, your interpretation of The Law is valid, and you have the right to enforce it, jurisdiction be damned. How well this last aspect holds up after the fact tends to vary, however. You're not brainwashing people, after all, and you can only push the letter and the spirit of the law so far.

Perfection (400 SP): Noh-Varr is a genetically engineered "perfect" Kree, and you have similar enhancements. Your strength and toughness are much greater, to the point that with this perk and basic Kree Physiology, you'd be able to lift 25 tons. You can run at 150 MPH and possess superhuman agility. Cockroach DNA grants you the ability to crawl on walls, when running at top speed you may enter a "white run" where you blank out all distractions, your sense of hearing is much sharper, your saliva can induce hallucinations in others and your fingernails are both poisonous and able to be removed to serve as grenades (they grow back quickly).

Marvelous (600 SP): There have been several Captain Marvels, Ms. Marvels, Marvel Boys, and the like, most of whom were at least loosely associated with The Kree. You have the powers of the current Captain Marvel, Carol Danvers. That is to say, you possess strength and toughness comparable to Thor or the Hulk, a healing factor that in speed, power, and comprehensiveness "puts Wolverine to shame," and most iconically the ability to absorb energy, mostly ambient sunlight or kinetic energy, for a number of uses including self-sustenance, flight, manipulation of matter, and of course: Energy blasts. These "photonic blasts'' are a mixture of visible light, ultraviolet light, infrared light, electromagnetic radiation, and a few other things focused and condensed to the point of carrying a kinetic impact: In short, you're blasting people with hyperfocused sunlight with beams from your fists or eyes. You can also engulf yourself in an aura of this energy or imbue it in others to temporarily grant them your healing factor. Finally, if your energy reserves are filled out to the maximum, you can assume a "Binary" form when your skin turns red and your hair turns to cosmic flame. In this state, all of your powers are magnified many times over and you gain the ability to manipulate gravity, electromagnetism, and nuclear forces, though this usually requires an outside power source such as hooking up to a star. Finally, you can fly at supersonic speeds—faster than light when outside of an atmosphere. Any unique properties of energy you absorb are retained as long as that energy is within your system, allowing for a variety of temporary enhancements to yourself or your energy blasts.

> **Glorious** (Capstone Boosted): Captain Glah-Ree was another Kree Super Soldier, similar to Mar-Vell, and with an experimental solution derived from Captain America's Super Soldier serum it was possible to blend his enhancements with the ones possessed by the current Captain Marvel. First, your ability to store and use your energy is boosted, not only making your reserves far more efficient but also letting you release bursts of non-specific energy from your hands and spend energy to further enhance your physical abilities or flight speed. Your regenerative abilities are further enhanced in potency, and you physically cannot experience fear or guilt in the middle of a battle, to the point of being immune to the Penance Stare of the strongest Ghost Rider on record if they try to get you with it in a fight. And, I wasn't kidding about combining Glory's powers with Marvel's making your energy use more efficient. You'll have a much, *much* easier time entering and maintaining your Binary form.

Ultimate Perks

Ordinary Life (100 SP): Look, you’re either a security guard, a corporate clerk, or an ordinary school kid who was in the wrong place at the wrong

time. You don't need things to be any more hectic than they already are, so this perk gives you the ability to easily balance all of your responsibilities with your hobbies and time with your loved ones and guarantees that your personal life won't get caught up in any superhuman shenanigans you may or may not be involved in or vice versa.

Immortality (200 CP): That Oz stuff can, allegedly, make you immortal. Be nice if you could actually take advantage of that. This perk's effects are twofold. First, you're immune to all the negative psychological effects of an unnaturally long life. Second, death won't count as a chain failure for you as long as you're able to come back and are alive by the end of the jump.

Genius (400 SP): You're a real smart cookie, you know that? In the upper echelons of genius at a bare minimum. In particular in regards to engineering. You could come up with a rather wide variety of useful gadgets that are surprisingly advanced, made from just common everyday things, invent a brand new super-adhesive on a whim, or help out a certified super genius with his own hyper-advanced technology.

Whatever A Spider Can (600 SP): You've been exposed to the venom of a spider that was exposed to the Oz formula, a mutagen derived from the blood of a super-soldier from an alternate universe. To ballpark it for you, if recreating the original serum of that universe is like inventing penicillin, Oz-spider venom is like trying to make penicillin and instead creating the elixir of life. You have all the proportionate physical attributes of a spider and a partly psychic, partly mystical form of extra-sensory perception that alerts you to danger much like a certain radioactive fellow. That's where the similarities end, however, as the mutagen in your system has bonded to you at the genetic level and will continue to make improvements, causing these powers to slowly but steadily improve over time. Additionally, your healing factor, while only *slightly* stronger than that of the local spider-totem... Never stops. It will heal you until you are perfect, which means that you will not age... And while you can die, you won't *stay* dead. Eventually, the damage will be fully repaired and your body will reanimate, you waking up, good as new as if nothing ever happened... Except you're noticeably stronger, as recovering from grievous injury or death will temporarily speed up the rate at which the Oz formula builds up in and modifies your body. Now, the more badly damaged your body is, the longer it will take to recover, but a high school boy with these powers came back no worse for wear a few years after being autopsied, embalmed, and buried while a man mutated by the undiluted formula came back after being cremated.

> **Bug-Zapper** (Boosted): The super soldier serum in your blood had a synergistic effect with the Oz venom, causing your body to react as if you'd been bitten by a much older and thus more mutated spider. That

is to say, you also possess the ability to turn yourself and things on your person invisible, possess occasional prophetic visions in your dreams as an extension of your extra-sensory abilities, and most noticeably have the ability to generate, store, and release large amounts of bio-electricity. At first, your discharge will be mostly comparable to a taser, a little tap to stun a target, but with time and practice you may be able to disperse it through conductive objects to tase people at range, function as an improvised defibrillator, absorb electrical energy from other sources, enhance your punches with an electrical charge, create electrical tethers with which to swing around with or pull things to your location, generate massive bursts of lightning centered on yourself, fire powerful electrical blasts from your hands, or even generate constructs, such as blades, from concentrated electrical plasma. Naturally, this power comes with a great deal of resistance to harm from electricity and, as an aside, your attacks seem to be *particularly* effective on beings who are genetically unstable or who possess severe mutations.

General Items

All items can be freely imported into or merged with similar items from this or other jumps. All Origins receive a +600 SP stipend for Items only.

Soundtrack (Free): You get the soundtrack to every Marvel Movie, Cartoon, Television Show, and Video Game both as your preferred media and as a playlist you can generate from thin air.

Armored Costume (Free): Do you have any idea just how many vampires worked for the Nazis? That's why Captain America started wearing an armored costume. And you have an armored outfit of your own, in your own personal style. The protection is relatively minor in a general sense but is guaranteed to be proof against vampire bites. It never needs washing and always fits perfectly.

Military Equipment (100 SP): You have a set of non-specific combat fatigues, top-of-the-line body armor, a combat knife, a single side-arm or service pistol of your choice, a single automatic firearm that can be anything in between a rifle and a mini-gun, and a belt clipped with six frag grenades. The grenades replenish daily, while your firearms have infinite ammunition and never overheat. All of this self-maintains, and the fatigues and armor can optionally be combined with your armored costume.

Adrenaline Pills (200 SP): An endless supply of pills that come in red, white, and blue. Red pills trigger an adrenaline rush, the white pills negate the effects of the red pills, and the blue ones calm you down. They're especially

effective on people who have the Homegrown perk. Normally they'd run the risk of driving you frothing mad, but these are fiat-backed to be safe... Just don't overdo it.

Omega Strike Chip (200 SP): Like a certain freelance one-man anti-terror squad, you have a chip interfaced with your nervous and endocrine systems. This chip allows you to teleport yourself and a certain amount of matter on your person. There does not seem to be a hard limit on distance, but the more you have on your person and the further you go the harder it is to jump. Additionally, you need to rest at least briefly between jumps.

Infinity Formula (400 SP): The Infinity Formula is an alchemical compound, a form of the Elixir of Life, that restores the user to the prime of their youth, cures them of their ailments, and elevates them to peak human level in terms of physical ability and keeps them there. However, after the initial dose, you need a yearly booster or it wears off and triggers rapid aging for a short time. This gives you enough Infinity formula to change one person and provide them with a yearly booster indefinitely, as well as a recipe to make more and the supplies to do so. After decades of continuous use, the formula built up in one's system will become self-sustaining. A child conceived while one or both parents are under the effect of the serum will naturally have the formula in their system at self-sustaining levels.

Mighty Shield (600 SP): It's not the real shield, but it gets the job done; this shield is made primarily of vibranium reinforced with secondary adamantium and titanium and it does everything that the real shield can do. Optionally, you may have some other weapon made of the same alloy. You may merge or import an appropriate item for the weapon of your choice.

Sacrilegious Serum (600 SP): The Black Panther is not a super soldier. This did not, however, stop Erik Killmonger from making a super soldier serum from the heart-shaped Wakandan Herb. You see, it turns out that worthiness doesn't matter when you strip out the religious aspects of the ceremony, and when worthiness in the eyes of the Panther Gods isn't in the equation all that it comes down to is "are you compatible with the herb?" Most humans aren't and will have a potentially fatal allergic reaction to it, but some people, such as the Wakandan Royal Family, are. But the thing is? The part that people are allergic to isn't any of the compounds needed for the enhancement process, and Killmonger was able to synthesize the necessary chemicals into a serum that would give anyone who took it the powers of the Black Panther, sans any tied to the Panther's spiritual role as head of the Panther Cult that is. Physical abilities on par with Captain America, but trading eternal youth for the ability to perfectly heal brain damage and further enhanced senses, particularly smell (able to recognize and memorize thousands of distinct scents) and vision (including seeing

into the ultraviolet spectrum). You get ten doses of the Synthetic Herb Serum at the start of each jump and ten more every six months.

Weapon X Items

Thank You For Being a Friend (Free): The complete series of The Golden Girls on DVD and Blu-Ray with everything you need to actually watch it, box autographed by the original cast.

Booze (Free): A regenerating supply of rotgut whiskey and cheap beer

Nanomachines (100 SP): Not technically a Weapon X creation, but adjacent. These nanites interface with someone's nervous system and blank out their ability to feel pain without inhibiting their ability to experience other sensations or understand that they are injured. Normally they'd slowly kill anyone who doesn't have a healing factor, but these ones have had that flaw corrected. It starts with enough for one person and comes with instructions for how to make more ...son.

A Merc's Best Friends (200 SP): A set of twin katanas, sharpened to a monomolecular edge and composed of an alloy that includes micro-ceramics and carbonadium. The blades are virtually indestructible, never need to be sharpened or honed, can cut through most substances, and as a bonus inhibit biological regeneration to a noticeable degree in anything they cut.

Adamantium (400 SP): An insulated canister containing a seemingly limitless supply of molten True Adamantium. It never runs out, but it takes a while to draw out large quantities.

Facility (600 SP): A top-secret facility with everything you need to train assassins, complete with NPC martial arts instructors, fitness coaches, and chefs to prepare bland but perfectly balanced meals.

HYDRA Items

Hydra Tank (Free): A decorative fish tank containing a sea hydra. You know, the jellyfish thing that turns back into a baby instead of dying. You don't need to do anything to keep it alive and the tank self-cleans and maintains.

Secret History (Free): A series of volumes providing objective, factual, histories of all the ancient conspiracies and predecessor groups that formed HYDRA. They're not gonna like that you have this.

Laser Pistol (100 SP): A continuous-fire laser pistol powerful enough to melt

through a foot of lead in 30 seconds of sustained fire. Does not need recharging but has a ten-second cool down for every minute of continuous use.

Lazarus Formula (200 SP): A serum created by the Thule Society, exposing a fresh corpse to the formula brings the deceased back to life and rebuilds their body into a muscular form with abilities superior to Captain America, the ability to function with broken bones or when riddled with bullets, and a form of immortality. A not-so-fresh corpse becomes a tortured zombie that retains its full memories and sapience from life. A Lazarus Super Soldier can be killed only by complete destruction of their body but can be put into a death-like state for several hours by severe brain trauma. Lazarus zombies can be put out of their misery much more easily.

Terror-Carrier (400 SP): A flying aircraft carrier capable of transporting an entire fleet of jets and thousands of men. Comes with jets, an NPC skeleton crew, and everything needed to maintain both jets and carrier.

Flying Island (600 SP): A small island kept in the sky by a massive anti-gravity ring. Comes with a customizable castle.

Project Sulfur Items

Plushy-Thing (Free): A small Man-Thing plushy. Much cuter than the real thing

Juvenile Joke Book (Free): Come on, we've all laughed at the name. Here's a book of infinite pages containing every similar joke in the omniverse.

Garden (100 SP): A small self-maintaining garden. Oddly enough it always seems to have whatever mundane plant or fungus you need just ready for harvest.

Human Drugs (200 SP): Project Sulfur isn't the only group of people to experiment with telefloronics. The Mutant Nation of Krakoa has a series of drugs derived from flowers growing on the island, an Antibody Pill that helps the body fight off diseases and cancers including those that are otherwise terminal, a Mind Pill that arrests and reverses neurological degeneration like, say, dementia and implicitly treats organic mental illness in general, and Longevity Pill that extends the human lifespan by five years. They give these to countries that promise to stop genociding mutants. And Project Sulfur is implied to have gotten their hands on elements of Krakoa at some point, so... You get a steady supply of all three pills.

Swamp or Forest (400 SP): A reasonably sized swamp or forest. It's serene and peaceful, with no animal life, and with all the countless plants and fungi connected to the same set of roots and mycelium forming a network that makes this the ideal domain of anyone who can control or communicate with flora.

Personal Nexus of all Realities (600 SP): It's not clear if the Nexus of All Realities made Ted Sallis the Man-Thing or if Salis becoming the Man-Thing opened the Nexus. Both have been stated. Regardless, the two are intimately and inextricably connected and now you have your own personal copy of the Nexus which can be used to view other realities in the local multiverse and facilitate travel between them. Post-Spark, you gain full control of the Nexus and it can access the entire omniverse.

Project LiveWire Items

Lolita Fashion (Free): Like Gothic Lolita, you have a taste for certain outfits. This is a high-quality outfit, durable enough to never be ruined and fully self-cleaning, that falls under some variation of Lolita Fashion, one that most closely aligns with your personal style. You aren't restricted to gothic lolita fashion, and oddly enough it always seems to be "in style" when worn on formal occasions. Should there be no possible variation of Lolita fashion that suits you, you get the closest equivalent instead.

Action Figures (Free): You have an action figure for all the canon members of the Livewires, past and present. They each come with a full range of accessories, an alternate outfit, and a collectible card with their power grid and a short biography... Is it weird that they *all* have Kung Fu Grip?

Smart Clothing (100 SP): This is a complete outfit composed of programmable nanomachines slaved to your Wi-Fi signal, completely customizable since it's essentially a very limited utility fog, they aren't strong enough or smart enough to do much else then be clothing but they are as durable as carbon fiber and versatile enough to replace an entire wardrobe of outfits.

Armory (200 SP): Due to the nature of Project LiveWire the facilities that started Project LiveWire were destroyed, leaving the LiveWires themselves without support. Stealing and salvaging as much from their targets as they could led to an armory like this, grenades that explode in the range of 1 ton of TNT made from Sentinel power cores, hot mono wire throwers from A.I.M, laser bazookas from Hydra... If you can think of a man-portable weapon from a faction in the Marvel universe it's here.

Technical Database (400 SP): You might have a lot of general technical expertise and here comes the specific stuff. This database is full of plans, principles and blueprints for countless weapons used by everyone from Dr. Doom to HYDRA to SHIELD to Advanced Idea Mechanics as well as what can be gleaned from aliens who previously invaded Earth, everything from madbombs to super adaptoids and how they work is listed here of course good luck trying to build the parts

Modified Helicarrier (600 SP): This is it the white whale! the mother of all mobile bases! This heavily modified helicarrier has onboard reactors so it never has to land, an orbital launch railgun capable of delivering 10-ton payloads into outer space, numerous Supertech facilities, countless point defenses, Kaiju part generation and assembly facilities, numerous networked supercomputers, an extensive assault/fabrication drones network, this ship has everything you need to run your own extensive and effective quasi-governmental black ops super science program.

Sinister Items

Wardrobe (Free): A wardrobe that's bigger on the inside than it is on the outside, full of edgy but fabulous outfits. Of particular note are the large variety of capes.

Free Cable (Free): Sinister once went to Mojo World and beat the crap out of people until Mojo agreed to hook him up with a deluxe cable package and streaming service. You have a similar deal, having access to all the television programs both live and on-demand that exist in your current jump and any you've gone to previously. You also have a 72-inch high-definition plasma screen television.

Smoke Bombs (100 SP): A pouch of small organic pellets derived from Nightcrawler's DNA. Upon impact with a solid surface, the pellet breaks and triggers a breach into the Brimstone Dimension, triggering some of its atmosphere to leak into our world. The volume and concentration are much greater than when Nightcrawler typically teleports, allowing the pellet to serve as both a smoke screen and a sulfurous stink bomb, the ultimate distraction. The pouch never seems to run out.

Genetics Laboratory (200 SP): A simple laboratory equipped with everything a jumper could need for genetic research or experiments. Your benefactor takes no responsibility for any mishaps that come as a result of cloning or genetic splicing.

Genetics Library (400 SP): An archive of the DNA of literally every mutant and mutate who has been alive in the last few centuries as compiled by

Sinister. In future jumps, it updates with the DNA of prominent figures within a similar period. This does not include the genetic backdoors he used to take control of people in the prelude to Sins of Sinister.

Bar Sinister (600 SP): A small Pacific island, dominated by a palace made of red crystals. Has all the amenities of home.

Skrullian Items

Earth Media (Free): Earthling movies and television programs are surprisingly popular among Skulls, particularly the Kral system. Here's a collection of favorites, including everything from classic gangster movies to sitcoms from the 1950s.

Skrull Battle Suit (Free): A standard Skrull military uniform, able to adjust in shape to fit any body and highly durable as well.

Skrull Ship (100 SP): This interstellar, FTL-capable starship can comfortably fit four human-sized people and can easily be disguised as a common rooftop watertower like you'd see on roofs throughout New York City.

Secrets of the Skrull Mystics (200 SP): This is a digital archive of the "science-magic" of the Skrulls. What exactly it's capable of hasn't been fully revealed, but it is known that rather potent stealth enchantments are possible and that it was used to create the weapons that negated the immortality of the Skrull Eternals. Assume that it's the rough equal of Earth sorcery. This doesn't give you any special talent in using this magic, but it will let you learn it as well as figure out how to synergize it with any other forms of sorcery or mysticism you possess. If you have the Undetectable Perk, this will let you figure out how to share its effects with others.

Skrull Fleet (400 SP): A small fleet of Skrull warships, complete with an NPC crew to maintain them all, for those who think a single transport ship isn't enough. These ships are armed to the teeth and advanced enough that they could, in a reasonable time frame, be used to convert a modern first-world superpower by themselves and hold a smaller nation with ease, barring coordinated action by enemy superheroes. The Flagship has a set of private quarters for your use and a customized landing port for your Skrull Ship if you purchased it, and if you also purchase the Kree Fleet you instead get a small armada of warships from the united Kree-Skrull Alliance, with each ship having the best features of both.

Super-Skrull Database (600 SP): In addition to serving as an archive of the appearance, mannerisms, skills, powers, other abilities, and DNA of every

Earthling ever abducted by Skrulls, this database comes with instructions for how to manufacture and use the technology used to imbue said knowledge and abilities into others. Thus, this item is useful for everything from practicing your Elvis impersonation routine to manufacturing an army of superhumans.

Kree Experiment Items

What's In a Name (Free): A book explaining, in detail, the long and complicated history of the name "Captain Marvel" both here and in the real world. Everything from what "Mar-Vell" means when translated to English to why that boy at the Distinguished Competition changed his name.

Kree Battle Suit (Free): A military uniform, similar to the one worn by Captain Mar-Vell. Provides a great deal of protection.

Universal Weapon (100 SP): A massive hammer made of an ultra-durable material that is capable of firing energy blasts, generating force fields, allowing the user to fly or augmenting their existing powers of flight, and manipulating the structure of physical matter. These weapons are typically the symbol of an Accuser's authority, so yours can be used as proof of your own identity or station and people will accept that. Finally, it will shock anyone you don't authorize to use it.

Nega-Bands (200 SP): Two sets of Bands that convert mental energy into physical energy, allowing the user to gain great physical abilities, powers of interstellar flight and self-sustenance, manipulate various forms of energy, serve as a universal translator, and teleport. If two people are wearing a matching pair of bands, they can strike them together to switch places. This set unfortunately lacks the ability to grant cosmic awareness but does have a fail-safe in place to prevent one or both users from being trapped in the negative zone.

Kree Fleet (400 SP): A small fleet of Kree warships armed to the teeth with weapons advanced enough to conquer, but not hold, a planet comparable to 21st-century Earth. The Flagship comes with private quarts for your use, every ship is staffed with an NPC Crew, and if you purchased both this and the Skrull Fleet you instead gain a small armada of warships from the united Kree-Skrull Alliance, with each ship having the best features of both.

Codex Inhumanis (600 SP): This is an archive detailing not only the experiments the Kree performed on ancient neanderthals to create the Inhumans, but the process by which Terrigen was created, the similar experiments to create the other "Inhuman" races on other planets, the genealogy, and genetic samples, of every pureblooded Inhuman, both

before and after each instance of Terrigenisis or its equivalent, and the process for converting an Inhuman into a Vox, with or without brainwashing. Be careful who you let see this.

Ultimate Items

Terrarium (Free) You want some pet spiders? Here are some pet spiders in a comfortable terrarium. Don't worry, they more or less take care of themselves, and, to be abundantly clear, these are regular spiders, not Oz spiders.

Master Mixer (Free) How do you feel about music? A certain young man is noted in some worlds to be quite interested in the science and technology of music, so this computer, or upgrade to the hardware and software of an existing computer you own, is equipped with state-of-the-art, bleeding-edge programs for sampling different sounds and mixing them together into custom music tracks, as well as a sound system playing them back in style.

Web-Shooters (100 SP): You didn't think you'd get Spider-Powers without these, did you? Just like Spider-Man's, except they never jam, clog, or run out of web fluid.

Workshop (200 SP): What you've got here is a nice little setup of workbenches, tools, chemistry sets, and a regenerating supply of common components and materials that you can use to build up a small arsenal of tools. It'll also retain any upgrades you make to it or start supplying materials that you add to its stocks so you can keep it useful as your own skill at this sort of thing scales up.

Scorpion Armor (400 SP): In the reality that the Oz spiders originate from, the Scorpion was a clone of a young man infused with their venom. You have a suit of armor much like his, a full body set of powered armor that is bulletproof and equipped with a powerful mechanical tail that interfaces with your nervous system via the spinal cord, though unlike the original yours can be detached and reattached harmlessly. Defensively, the armor is bulletproof and in terms of offense, there are acid shooters in the tail and wrists as well as an energy cannon also in the tail as well as the spikes on the tip of the tail. This will not interfere with any wallcrawling abilities you may have, and if you have the web-shooters you may optionally merge them into the armor, being able to switch acid shooters into the armor to web fluid instead and back again with a thought.

Mothervine (600 SP): This is some dangerous stuff. Not related to the Oz formula, but it is from the same universe. An attempt to replicate the natural abilities of a seemingly immortal man with claws ended disastrously, and

this virus spread out into the world creating beings that are very similar to what, in this universe, would be Mutants. Then a cabal of villains from this universe got their hands on it and modified it to make it worse. This virus, which spreads through the air, will alter the DNA of someone and make them for all intents and purposes a mutant or else drastically enhance their existing mutant powers... but unlike natural mutants, there are no safety features inbuilt by the engineering of the Celestials. No guarantee, without further modifications, that a given mutant will get good powers or be able to control their powers. Things that, on Earth 616, would require severe physical or emotional trauma or an improper, premature awakening of one's mutant gift can happen by luck of the draw with Mothervine. Luckily, it can be cured, reverting the subject back to normal... Unless they had latent mutations activated by the virus, that is. You get one, highly secure vial that is restored per jump if used up. I'm sure you'll find a use for it somewhere.

Companions

Import (100 SP): For a flat 100 points you can import or create whole cloth 1-8 companions. They get an origin of their choice, 700 points to spend, and can take any personal scale drawback for additional points.

Canon Companion (Free): If you can convince a local to come with you, your benefactor will fiat back them and their powers. Some locals will be easier to convince than others.

Long Lost Child (200 SP, discounted to Weapon X): A child soldier cloned from your DNA, who may or may not be of the opposite sex. They have your body mod, any races or alt-forms you possess from previous jumps, your perks from this jump, and the nanomachines item. Their personality ranges from "traumatized and withdrawn" to "it's almost creepy how cheerful they are" but regardless they see you as either a sibling or a parent and want to be a family with you.

Eccentric Genius (200 SP, discounted to HYDRA): This man or woman would be a rival of Tony Stark or Reed Richards if they weren't so absent-minded. Amoral but not immoral, one gets the impression that they aren't aware of who they're working for or that HYDRA are the baddies. Friendly enough, they don't really care where they are as long as they can invent and have a tendency to make super-science gadgets with a distinctly 60s feel and a raygun gothic aesthetic.

They Are [Name] (200 SP, discounted to Project Sulfur): Weapon IV has been interested in plants and fungi ever since Ted Sallis transformed into a Man-Thing, so it's only natural that they'd be interested in this little guy. A Flora Colossus, they can only say "I Am [Name]." This doesn't seem to have

any effect on your ability to understand them, however. This individual seems to be permanently stuck in a juvenile state, a cute little tree-person the size of a teddy bear, but they still have the chlorokinesis, shapeshifting, and regeneration of a mature example of their species.

Interactive Insect (200 SP, discounted to Project LiveWire): Like Social Butterfly, this LMD is designed more for infiltration than combat. Their physical abilities are weaker than standard, though still impressive, and they're programmed with advanced social skills, a mastery of manipulation, mild shapeshifting abilities, and a variety of integrated technologies that allow for mind control or mental manipulation. Perfect for pumping people for information.

Cornucopia of Clones (200 SP, discounted to Sinister): Mister Sinister is known for cloning himself. These four, however, are somewhat defective. Even more flamboyant than usual and lacking the majority of his powers, they're mostly harmless and don't connect to the rest of his hive mind, merely existing in unison with each other. Normally Essex would destroy defective clones like these, but they slipped through the cracks and seem to have latched onto you. Powerless they may be, they retain the original's knowledge of biological science and have a sense of loyalty that the original Sinister never possessed.

Star-Gangster (200 SP, discounted to Skrullian): Kral IV was a resort planet as well as a permanent residence for more artistically inclined Skrulls. Modeled in 1930s America, the entire planet's culture revolves around 24/7, year-round role-play based on classic gangster movies. This youth, a late adolescent, was born and raised on Kral IV but came to earth "to be a real gangsta'." Talking in butchered 30s slang with an accent and mannerisms reminiscent of the bastard hellspawn of Edward G. Robinson and James Cagney, this kid is... Honestly rather naive. They're not really a threat to anyone per se, and don't really seem to understand what being a gangster entails other than acting tough and wearing a pinstripe suit and matching fedora... But they do carry a 'gat' that looks like a Tommy gun but is in fact a powerful, rapid pulse fire laser rifle. Their aforementioned pinstripe suit and fedora have the properties of a Skrull Battle Suit.

Voxala (200 SP, discounted to Kree Experiment): The Vox, also known as Super-Inhumans, were created by a rogue branch of the Kree Imperium by applying cybernetic and genetic modifications to existing Inhumans or Inhuman Hybrids coupled with mental conditioning to remove their empathy and ability to refuse orders. In the main timeline, they attempted to do this to all of Earth's Inhumans but were foiled by Blackbolt, albeit at the cost of having to mercy kill most of the Inhuman Hybrids from New Actilian, who were captured and subjected to the treatment. In another

timeline, however, they succeeded and the Vox went on to conquer the Earth and many other planets on behalf of their masters. One of the Inhumans, however, was able to throw off her brainwashing and mental conditioning and attempted to travel back in time to prevent this from occurring, only to find that she'd inadvertently traveled to another reality where her assistance was unnecessary. Voxala was aimless until she met you. In addition to the standard equipment and enhancements of the Vox, Voxala possesses vast shapeshifting abilities similar to but superior to those of the Skrulls as well as a thorough understanding of Earth's popular culture. She gets rather wistful and somber when the topic of New Jersey comes up, however.

> **Clone Girl** (200 SP, Discounted to Ultimate): A clone of a teenage girl, with almost all of her memories, who is merged genetically with a cocktail consisting of an experimental cancer cure, the blood of an Oz-spider enhancile, and the DNA of a human/reptile hybrid, resulting in her possessing powers disturbingly similar to one of this universe's symbiotes... As well as the ability to drain all the vital fluids out of someone in mere moments on touch. She's a perfectly friendly girl otherwise, however.

Scenarios

Absolute Carnage

In the main timeline, Weapon V kidnapped Clayton Cortez's mother-in-law in order to blackmail him into helping them fight Carnage when he came to devour their symbiotes and Codices. And in the main timeline, Clay ran off and left them to die once his mother-in-law was secure. Also, their head scientist is a Knull Cultist without anyone realizing it.

In this timeline, however, they came to you. Your goal is simple: help them fight Carnage. If you manage to successfully drive off Cletus while even a single Weapon V operative still lives, you pass the scenario. If they all die, or you abandon them to their fate, you fail the scenario but do not fail the jump.

Reward: If you successfully drove off Carnage, the Weapon V Program rewards you with one of their bio-suits, symbiotes cloned from the Grendel Symbiote. Mindless, subservient to their hosts, or both, and infected with a psychic virus that inhibits their connection to the hive-mind, preventing either it or its host from being influenced or controlled in that manner. The suits seem to be on par with Venom, sans any unique spider-powers, but being derived from a symbiote-dragon trade the weakness to fire and sound

for one to electricity. The bio-suits are otherwise typical symbiotes and do everything you'd expect from a 616 symbiote. Alternatively, if you already have a Klyntar Symbiote, they'll enhance it with Bio-suit technology, granting it these powers on top of what it already possesses.

If, however, you manage to kill Cletus Kassady, you will unknowingly absorb his accumulated power. When you first bond with your bio-suit, the power will transfer to it and cause it to evolve, granting you a symbiote equal in all regards to Dark Carnage's "Devil Carnage" form at the climax of the Absolute Carnage event.

...Fair warning, the Cotati Invasion happened right after this in the main timeline, and Knull invaded right after. You don't have to do anything about that, and it might not happen in this timeline, especially if you killed Cletus before he could awaken Knull, but keep on your toes.

Gamma Flight

Gamma Flight was founded by Carol Danvers during her time as head of Alpha Flight as an anti-Hulk task force because she was fed up with how the United States Government's anti-Hulk task force acted illegally and only escalated things... Being blackmailed into attacking Bruce on the threat of one of her friends being executed for a crime he didn't commit by General Fortean didn't help. They later went rogue, because Carol's replacement as the head of Alpha Flight, one Henry Peter Gyrich, was a jackass.

This group, consisting of Doc Samson (currently trapped in the body of Walter "Sasquatch" Langowski), Puck, Absorbing Man, Titania, Dr. Charlene McGowan, and the tortured amalgamation of Rick Jones and Del Frye, would following an encounter with a group of independent Hulk-busters lead by Banner's estranged (and recently Repowered) son Skaar pursuing a rogue Gamma Mutate named Stockpile come into conflict with Emil Blonsky and his partner, Dr. Alina Alba, former Weapon X scientist, creator of Weapon H, and ex-girlfriend of The Leader.

To backtrack a bit, Blonsky had been dead for some time and, to counter the Hulk, General Fortean appropriated Blonsky's corpse and had it processed into a symbiotic substance called "Gamma Activated Tissue" that bonded to someone and transformed them into a new Abomination, one with all of Blonsky's powers plus the ability to vomit a corrosive bile that can negate regeneration. The host of Gamma Activated tissue is, rather grotesque I might say, a human face in a flower made of hands atop a body similar to but not quite like Blonsky's. After using the tissue on an unwilling Rick Jones failed, Fortean retrieved the tissue and used it on himself. He was ultimately killed by the Hulk, who then followed him down to The Below Place and

broke his neck so he couldn't come back through the Green Door.

When Blonsky, however, came back through the Green Door, the only vessel available to him was Fortean's body bonded to the remains of Blonsky's own. Blonsky, now able to shift between his Abomination form and Fortean's at will, sought out another expert in gamma mutation to help him in experimenting with the effects of grafting his flesh to others while using Fortean's face to manipulate the general's daughter and dozens of dissatisfied working-class Americans into forming a commune dedicating to "taking back their country" and serving as willing test subjects for their experiments.

Each of those civilians, taking "dietary supplements" derived from Blonky's flesh, is host to a parasite that, when activated by a Gamma Emitting device, transforms into a "Gamma Zombie," a glowing green creature with a visible skeleton who is each a poor man's Hulk and who mindlessly follow the orders of the person with the remote control.

In the canon course of events, Gamma Flight defeated Blonsky and Alba but Blonsky escaped. If you take this scenario, you will run into Gamma Flight and join forces with them around the time they meet Stockpile. Help them foil Blonsky's plans and prevent him from escaping and you complete the scenario. Alternatively, you can betray Gamma Flight and throw your lot in with Blonsky and Alba. Should they succeed in their plan to launch a coup and hold significant territory for the duration of this jump, that also completes the scenario.

In **reward**, should you defeat Blonsky, the Gamma Activated Tissue will slough from his (Fortean's) body and bond to your own, granting you the powers of the Abomination. Blonsky himself will die in this process, and Fortean, who is a prisoner in his own body, will be put out of his misery. Your abomination form can be toggled between one based on Blonsky's and one based on Fortean's at will, and if you have another Gamma mutate form from this or another jump they combine additively and in the most natural way. Unlike either the original Abomination or Fortean, you can change between your Gamma and base form at will and have full control of your transformation.

On the other hand, should you assist Blonsky and Alba, you are rewarded with a compound/small town similar to the one that they are using as their base of operations, a squad of 12 Gamma Zombie followers, and the means to control them, and a steady supply of the "supplements" needed to make more from people you recruit in later jumps. Gamma zombies respawn through the green door one week after being killed and can be reverted to their base forms by turning off the control device, your starting dozen being

fully loyal to you. Additional Gamma zombies... It really depends on how they became Gamma zombies. Anyone who becomes a gamma zombie via your actions becomes a fully fiat-backed follower, assuming that you can convince them to remain loyal when not transformed. The control device can be modified so that Gamma zombies retain their free will when transformed if that's your preference, and your Benefactor will provide instructions on how to do so if you lack the ability.

Okay, It IS His Story.

This Scenario requires you to take the Alternate Start and Alternate Origins toggles, both Mandatory Drawbacks, and the A Paragon and Heroic Blood perks.

First, in addition to sealing your out of jump powers and items, you also seal any supernatural powers or advanced super tech you gain from this jump. You have to do this scenario with mundane skills and the Heroic Blood perk. Second, you don't start during modern Marvel. You start in the laboratory with Professor Erskine and his assistants preparing for an experiment that will change the course of history.

Maybe you were meant to get the Serum alongside Steve and it didn't work out that way. Maybe Steve never existed in this timeline. Maybe you *are* Steve (or Stephany) Rogers, but the end result is the same: You are Captain America. But, you're not just going to be repeating Steve's life during the War. No, you're going to do it **better**.

First: Steve is one of those "no killing" heroes. He's not as extreme about it as say, Spider-Man, or a certain nocturnal fellow over at the Distinguished Competition, but he won't resort to lethal force as anything but a last resort, excepting some comics from the 40s that were later retconned to be in-universe propaganda. Even during the war, some sources stated that he'd never kill an enemy combatant if he could knock them out or capture them alive. And so like Steve, so must you be. You won't be penalized for every little thing but you *must* do your damnedest to minimize loss of life at your own hands.

Second: Steve wasn't sent straight to Europe. America wasn't part of the war yet. After he completed his training he was sent to investigate and route out infiltrators, saboteurs, and assassins sent to infiltrate America by the Axis Powers. During this time, he met the woman who would eventually come to go by Marnie, also known as The Rumor. The Rumor was a product of the Japanese Super-Soldier Program, gifted with superhuman sensory abilities including X-ray vision as well as super strength and a vague "power of persuasion." She defected to the United States and became a friend and

partner of Captain America, but after the bombing of Pearl Harbor was sent to a Japanese Internment Camp as a potential spy. You have until you're shipped out to the Battle of Normandy to befriend Marnie and find some way to get her out of the Camp without either you or her being considered criminals or fugitives. Success means that The Rumor will be right there beside you storming the Beaches, failure forfeits the scenario but does not count as jump failure. Trust me, Marnie could keep up with Spider-Man when she was pushing 100. You want her with you.

Third: Namor the Sub-Mariner, prince of Atlantis, has mental health issues. Part of it is biochemical and, well, the field of psychiatry wasn't very good at this time, not much you could do there. But a lot of it was trauma from the war that he didn't process properly, he just bottled it up until, in the 50s, it exploded out and Charles Xavier's attempt to help him telepathically backfired horribly. You have until the formal end of all hostilities associated with World War II to get Namor to open up, if not to you, then to *someone*, and start doing the work to process his trauma. Preventing some of the more notable events, such as the death of Tommy Machan, that led to the trauma developing in the first place would help but is optional. He doesn't have to be cured, he just needs to start doing the work.

Fourth: The Mighty Thor was briefly tricked into fighting for the Nazis, and during this time he somehow empowered the Invader Union Jack with electrical abilities. This encounter will happen regardless of your actions, your job here is, when it happens, to convince the God of Thunder to not merely make his displeasure known and then retreat to Asgard, but to Have Words with the people who tricked him by joining the Invaders.

Fifth: Captain America and Bucky had an encounter with the Thule Society near the end of WWII when he saw their experiments with the Lazarus formula and the creation of The Resurrection Corps, a squad of a dozen undead super soldiers. In the official history, the scientist Nikolaus Geist escaped and HYDRA spies prevented the slain super soldiers from being cremated allowing them to revive. In this timeline, you must prevent both. Perma-Killing the resurrection corps does not count against you for the first part of the scenario but killing Geist instead of knocking him out or capturing him if you have the choice does.

Sixth: Do not get frozen. Do not let the Soviets get their hands on Bucky. Avoiding these are both rather free-form.

Reward: First, while you would have been given the Mighty Shield in your capacity as Captain America, success in this scenario means that it becomes a fiat-backed item. If you purchased the Mighty Shield General item in its default form, those points are refunded and any imports or merges happen

post-jump. You can immediately spend your refunded points on something else. Even a second Mighty Shield, if you want.

Second, the effects of the Super Soldier Serum as described by the Heroic Blood perk are now a permanent part of your Body Mod. Even if your Body Mod is nerfed by a Gauntlet, you will always have at least the baseline set by the Serum.

Third: Bucky, the Invaders (including Thor), The Rumor, the Howling Commandos, and anyone else who became a meaningful friend and ally during the War becomes a Fiat-Backed Companion and they can be brought into future jumps without counting against a companion limit.

Fourth: Steve's legacy smiles on you, above and beyond the baseline set by A Paragon your presence inspires people to do better and be better. You are the Sentinel of Liberty my friend, the Star-Spangled (Wo)man with a Plan, and if you say you believe in someone, they'll believe in themselves because they believe in you. If you're disappointed with someone, then they will feel it.

Fifth: Not technically a reward, but you can freely extend the duration of the jump to ten years beyond what would be a normal start date. If you can come up with an explanation for how you would acquire your perks and fiat-backed items from this jump that were sealed by the scenario, you can unlock them in jump instead of waiting for the jump to conclude.

Babysitting Bob

Robert Reynolds, also known as the Sentry, is one of the most powerful men on earth due to the Golden Sentry Serum granting him powers beyond comprehension. Throwing down with the Hulk at his strongest, tossing cosmic threats into the sun, energy blasts, even a degree of reality warping. Unfortunately, Bob isn't the most stable individual. He's about to have a very bad day, and for whatever reason, it's up to you to keep an eye on him.

At first, it'll be simple enough, Sentry means well but his powers are acting up in a way that causes problems. Relatively minor at first, but his thought process is a bit divorced from reality right now and as time passes that will get worse and there's a distinct possibility that he may become violent or, worse, that his malevolent alter-ego The Void could emerge. If that entity, simultaneously an embodiment of Bob's dark side and a symbiote-like manifestation of anti-life existing independently from him, comes into play, The Sentry will engage it in combat and the collateral damage could be catastrophic.

Reward: Should you keep Reynolds calm and out of trouble for a full day, which is far easier said than done, the episode will pass and once lucid he'll apologize for any trouble he caused and go off to clean up any messes he may have made. The next time you enter your warehouse, you'll find your Benefactor there holding a syringe with a stable version of the Golden Sentry Serum, which they will use to grant you the same powers that Reynolds has in his Sentry persona sans any mental health issues.

Alternatively, should his condition degenerate and you be unable to talk him down, should you be forced to... Put him down, which, again, easier said than done, you'll find yourself absorbing the essence of the Void and gaining the powers of that manifestation of himself possesses though without the negative psychological effects. Or, if you're a heartless bastard, you could just murder him for the same results. If you think you can take him.

Finally, should you manage to get through to Bob and cut to the heart of his issues, cause him to reconcile the two aspects of his personality and merge with the Void without being overwhelmed by it, a route much harder than either of the others, then not only will you gain both of the above rewards but if you want to take The Sentry with you as a Companion, he'll say yes out of gratitude for your help.

Jumper of Apocalypse

This scenario requires you to have taken at least one Origin Capstone.
En Sabah Nur wants you. The reasons can vary, maybe he thinks you'd be a good Horseman, maybe he wants to groom you to be his next vessel, or maybe he wants a successor just in case. Maybe this is after *Age of X-Man* and he wants your help in his new mission of protecting the world, or he wants you as part of his Coven, or the X of Swords tournament is coming up and you've been named as one of the chosen in this timeline.

Regardless of his reasoning, he's not just going to recruit you. You must be tested, you must fight for your right to live and prove your worthiness, your fitness, and that you are strong. Again, how he goes about this can vary. He might set the Four Horsemen upon you to test your skill in battle. He may kidnap you and turn you loose unarmed in the savage lands after bathing you in a pheromone that attracts raptors and tyrannosaurs to see how you handle being hunted. He could put you in a maze full of traps and puzzles to test your cunning, give you some sadistic choice to test your convictions, or just straight up challenge you to a duel or any combination of the above. Depending on when in the timeline this is and how he feels that day, he may try to gain your consent, informed or otherwise, first, or he might just spring it on you out of the blue. And just what exactly counts as winning the scenario can also vary. The goal is to impress him, essentially. A refusal to

engage and attempt to escape, outwitting your pursuers instead of fighting, or standing defiant in his attempts to break and mold you are just as likely to prove your worth as going along with his challenge. The only thing that's certain is that you're going to be tested to your limits.

Reward: In proving your worth to a man who takes Survival of the Fittest to extremes, you gain the perk **Horseman.**

First and foremost, you were pushed to your limits and not only survived but thrived. Whenever you are pushed to your limits or placed under stress, you find yourself, in all regards, growing at an accelerated rate. In **all** regards. Cramming for the big test the night before could let you get in the equivalent of months of studying, a mutant with this perk may find themselves possessing ten times the odds of undergoing secondary mutations in a life-or-death experience, a passive growth ability may kick into overdrive as you charge toward a conflict where every bit of power counts, or you may find that limitations on your potential are easier to shatter during particularly intense training. Of course, one can't rely on this alone, one must be continuously tested to remain fit. The more effort you put into maintaining and growing your skills and abilities when this ability isn't in effect, the bigger the boost will be when it does activate... Especially if you deliberately seek out worthy challenges as part of your training regimen. In short, you get greater gains when you need them, but the exact size scales up based on how much effort you put into getting gains when you don't.

Secondly, and most importantly, Apocalypse has turned his vast knowledge of superhuman biology and hyper-advanced technology towards enhancing you and your powers. In addition to granting you superhuman vitality and a moderate general enhancement to all physical abilities, this provides a noticeable boost to the effects of all powers granted by perks and scenario rewards in this jump. It can also draw out any latent abilities you may possess, or make drawing them out by other means later easier. Finally, Nur grants you additional abilities meant to complement the ones you already possess: This scenario Reward, in a way, serves as an alternative Capstone Booster.

If you possess Living Weapon, then you gain **Death.** Death supercharges your regenerative abilities, increasing their speed and effectiveness many times over. Additionally, you gain the ability to generate bone blades, similar to your claws in size and sharpness, from any part of your body, and can supercharge your claws and the bone blades with necrotic energy that not only increases their cutting power but inhibits the regenerative abilities of living creatures, making the wounds much harder to heal without outside means. With time, you can learn to replicate this effect with other natural

weapons you may possess.

If you possess INhuman Torch, you gain **War**. War is about combat and conquest and destruction, granting you the ability to figure intuitively how to use any skill or power you possess to kill or destroy, no matter how innocuous it seems, and how to get the maximum amount of death or destruction. Additionally, your ability to absorb and metabolize solar energy is magnified, now extending to other forms of radiation and allowing you to use absorbed energy to bolster your strength and toughness, shoot fiery beams from your eyes, or supercharge your pyrokinetic abilities or other heat or energy-related powers you might possess.

If you possess Manslaughter, you gain **Famine**. Famine compliments your mastery of plant control by granting you the ability to introduce wilting and decay into any plant or fungus in your area of control. You also find yourself particularly skilled at twisting floral life to deadly effect and can cause fresh produce to rapidly ferment into deadly poison or otherwise render edible vegetation unfit for consumption by any life form. The flora that makes up your own telefloronic form is applicable to this effect, with some practice and a little knowledge your body can become a hotbed of supernaturally potent organic toxins.

If you possess The X Is What Makes It Cool, you gain **Pestilence**. Pestilence compliments your existence as a miracle of biological science by turning you into a living biological weapons factory. In short, you generate a meta-plague. Meta-plague pathogens are highly adaptable, can survive any conditions that your body can withstand, and can be altered at your will to mix and match any and every trait from any pathogen you've been exposed to. You can leave the meta-plague dormant in a host, activating it remotely later via special receptors that respond to your telepathy as well as easily control the spread of individual particles by precise specialized use of telekinesis. With practice, that can even be used to alter infectious agents that have already left your body. By default, you have access to the traits of SARS, cholera, anthrax, the Spanish flu, and the bubonic plague but gain more traits each time you are exposed to a pathogen. In addition to hybrid strains, you can also release pure pathogens, customized to your heart's content. You're immune to your own meta-plague, have increased resistance to other pathogens, and are guaranteed to make a full recovery from any infection you experience that doesn't kill you. Immunity to an infection does not stop you from absorbing its traits, absorbed traits include any supernatural traits of the pathogen, and pathogens you absorbed are fiat-backed to continue functioning in worlds other than the one you absorbed them in. You can spread the meta-plague or other pathogens via any vector, but will never spread it unless you desire to. The meta-plague will never infect someone you do not want to infect, even if it somehow does it

will never cause them symptoms, a dormant strain of the plague will never activate unless you will it, you retain an instinctive awareness of the existence of every extant infectious particle of your meta-plague, and can order them to self destruct at any time. Nothing can block your psionic control of extant meta-plague pathogens.

If you possess Stem Cell, you gain **Heir**. Rather than a Horseman, Apocalypse sees you as a potential successor to his Celestial-appointed role as shepherd of the Earth's evolution. He's upgraded the technology that composes your body, granting you vastly enhanced processing ability on par with a massive Quantum Supercomputer (which, for the record, combines **multiplicatively** with Cornfed) and added all of his scientific and technological knowledge to your database. Schematics from thousands of years in the future, the Cosmic Science of the Celestials, his own knowledge and that of his servants, a vast treasure trove of knowledge that would make Reed Richards drool. Additionally, a benign strain of the techno-organic virus merges your body with celestial technology, enhancing the baseline effects of this perk ten times over and allowing you to not only replicate technology within your stomach but employ molecular scale shapeshifting to produce any device you know how to make from your body. Sprout a celestial laser canon from your shoulders, turn your hands into power tools from Kang's time, or mold your arms and legs into wings and rockets capable of space flight.

If you have Super Skrull, you gain **Mastery**. Apocalypse was curious about the nature of your Super Skrull enhancements, and so after studying you decided to experiment by adding his own X-Gene complex to the mix of enhancements, granting you his original suit of powers. That is to say, peak human physical abilities, eternal youth, moderate scale general superhuman intelligence, psychic powers consisting of telepathy that potentially matches the natural abilities of Charles Xavier, and most importantly an ability to control your own molecular structure. To start with this power merely lets you enhance your physical abilities—Nur's first use of this power let him build up to Hulk-like size and gain strength comparable to Spider-Man—but with time and practice will expand to near limitless shapeshifting and mastery of your body—which, naturally, combined synergistically with any other shapeshifting and body control abilities you may possess.

If you have Marvelous, you gain **Celestial**. Nur's experiments with Celestial Technology have given him a great deal of ability to manipulate the cosmic energies of the Celestials for a variety of purposes and he has decided that granting you similar abilities would be the most appropriate compliment to your existing powers. You can generate these “Celestial Energies” within your body and use them for a wide variety of purposes, everything you

could use your Photonic Energy for and more. Generating this energy requires no effort on your part and you can easily build up to "full" with a short rest. This cosmic energy can also be used to enhance your other energy-related abilities and combine disparate energy powers you possess, or be converted into other forms of internal energy at 100% efficiency and vice versa. Going forward, you'll take very well to different forms of cosmic power.

If You Possess Whatever A Spider Can, then you gain **Survivor**. Nur finds the progressive mutagen in your system, which allows you to both cheat death and grow stronger from it, interesting and decides to use his technology to refine it into a more pure and potent form before reintroducing it back into you to recombine with the original strain. Not only are all of your physical abilities granted by the perk increased by an order of magnitude on top of the base reward, but you gain the ability to enter a transformation, becoming a larger and more muscular, and thus physically stronger, albeit monstrous version of yourself with four additional arms, fangs, claws, the ability to secrete organic webbing from your fingers, and your fangs produce a painful venom that paralyzes a target on contact.

These boosts combine synergistically with the boosts from Heroic Blood, and if you have more than one Capstone, each other. You may optionally include a cosmetic change to accompany these enhancements, which becomes toggleable post-jump.

United States of Captain America

One night, as Steve was polishing his shield, an imposter—later determined to be a mind-controlled Speed Demon—attacked him and stole it. This led to Steve, his long-time friends Bucky Barnes and Sam Wilson on a cross-country chase to find the culprit, to be later joined by John Walker.

The two current and two former Captains America, while investigating, had numerous encounters with members of The Captains Network, groups of people who have been touched or inspired by the Legacies of the men who bore the Mighty Shield and so have adopted the identity of Captain America themselves as part of their efforts, be it as activists or as vigilantes, to protect their communities from harm.

Unfortunately, they mostly encountered them because the mind-controlled speedster was trying to murder them on his way to his real target: A Norad base where the Hatemonger, a parasitic psionic entity based on the mental engrams of Hitler himself, was imprisoned

behind a lock that could only be opened by scanning the Mighty Shield, as part of a plan by Sinthea “Sin” Schmidt, daughter of The Red Skull, to both discredit Captain America’s legacy and mind control the West Coast.

Your mission, should you choose to accept it, is to join the Captains America and help them defend the cause of freedom once again.

If successful, then your reward will be twofold: First and Foremost, you’ll be acknowledged as an official member of the Captains Network, and no one will be able to question your right to invoke the title of Captain America and use it for yourself when defending your community, your loved ones, or the innocent in general.

More importantly, however, the Captains Network itself will follow you from world to world. While the individual members will stay near their home communities, wherever you go you’ll find homegrown Captain Americas championing the causes of freedom and justice against any who would harm them and their people, all of whom have some means of coordination and communication with the other members of the Network, yourself included. This might not sound like much, but in some of the worlds you intend to visit the guarantee that at least some people are willing to stand up for what is right could make all the difference.

Drawbacks

Supplement Mode (Toggle): This Jump can be used in conjunction with any Marvel Comics Jump... or other Jumps involving a plotline regarding super soldiers and/or superheroes, I guess. I'm not your mom. Take your purchases from here over there, bring your purchases there over here, or blend the story and settings as necessary.

Alternate Origins (0 SP): By default, this Jump assumes that you're a typical Super Soldier, that is to say, you are not Steve Rogers, you did not volunteer, and the people who transformed you were not particularly ethical about this. If you don't care for that, you can treat your origin as being solely a source of discounts and create your own narrative and backstory as long as it makes sense with your in-jump purchases and any drawbacks you've taken.

Alternate Start (0 SP): By default, this jump assumes that you're in a variation of the modern Earth 616 timeline, but with this toggle, you can insert into any Marvel timeline and any historical period in said timeline. You're on your own for explaining how you can be a Hulkverine before the Hulk was born, a chimerical mutant in a world where mutants don't exist, or

a cyborg in the time of Conan the Barbarian.

Time Extender (+100 SP): Each purchase of this drawback extends the duration of the jump by ten years. This can be taken more than once with no limit. If you can live long enough and put up with living in this world that long you're more than welcome to stay for a few centuries and buy everything. It's your life.

Public Identity (+100 SP): Everyone knows who you are and can easily connect your identities. Might not be a problem for you, specifically, but one can only imagine the horrors the more...unscrupulous enemies of yours could do to friends and loved ones and maybe even your favorite barista [Kylie, who sprinkles on that *extra* dash of cinnamon with no charge], to get to you.

Placebo Effect (+100/200 SP): For whatever reason, you're convinced that you need to regularly pop certain pills in order to use your powers. The pills have no effect whatsoever but for the jump duration, you can't be convinced of this. You never run out of these pills, but you don't necessarily have them on your person in an emergency. If you bought the Adrenaline Pills item, this drawback pays double and the adrenaline pills are replaced by sugar pills until post-jump.

Hunted (+100/300/500 SP): Strangely enough, when a super soldier goes rogue the organization that made them tends to cut their losses once they get away. However, like Kimura pursuing Laura Kinney, someone responsible for your enhancement believes you to be their property and will hunt you to the ends of the earth to reclaim you. They don't necessarily know where you are, they don't have a means of tracking you, and they won't devote every waking second to your capture, but they're out there, they're looking, they don't care who gets hurt as long as they get you, and they won't stop until you're in their clutches or they're dead. For an additional 200 points, you have a tracking device hidden in your body. It can be removed, but not easily and not without risk. As long as it's in you, your pursuer can find you. For an additional, separate 200, your pursuer is enhanced themselves, in ways that make them immune to the most obvious applications of your powers. You'll have to get creative to kill them. Or you can take both, if you're up for the challenge.

Child Soldier (+200 SP): Forget about choosing your age. Instead, roll 2d4+4. That's your age. Someone that young going through the training you did has side effects, leaving you socially stunted. You can overcome this, but it won't be easy. Finally, due to the sliding scale nature of time in the Marvel Universe, those who take this drawback only age one year for every five.

Don't Play Nice (+200 SP, requires some kind of power or enhancement): Once, when Spider-Man was seemingly terminally ill with no cure, T'Challa as a last-ditch effort after even the best tests known to Wakandan medical science failed to so much as find out why, let alone offer a treatment, offered Peter a bowl of the Heart Shaped Wakandan herb. He explained what it did and, after assuring Peter that as far as he was concerned Peter was more than worthy, had him eat it just to see if it would help. Peter did not have a bad reaction, but nor did he gain any benefit from consuming it. Sometimes? Sometimes superpowers just don't play with each other. For the duration of this jump, you cannot gain any enhancements that you did not pay SP for at jump start, even if you have abilities that would normally let you. This even extends to enhancements from items you purchased, such as the Infinity formula or the Sacrilegious Serum, though post jump you can use them on yourself as normal. For as long as you're here, you have to make do with what you bought from the doc and what you came in with.

Triggered (+200 SP): You've been conditioned to retreat into your mind while your body operates on predatory instinct in response to a certain highly specific stimulus, such as a specific synthetic pheromone. Once this reaction is triggered, you cannot regain lucidity again until you have murdered whatever target the stimulus was connected to or you have been completely removed from the source of the stimulus. You can be cured of this conditioning with intense psychotherapy, but it will take a long time. You will be triggered at least once, and if you also took the Hunted drawback, your pursuer will use this against you.

You DID Ask For This (+200 SP, incompatible with Alternate Origins): Maybe you believe in the cause, maybe you thought you could trick them, or maybe you just gave them a buttload of money. Whatever happened, you knew full well what you were getting into and you wanted it. Why is this a drawback? Because, well, look at the Origins section again. Anyone who is an enemy of your benefactor (small 'b') considers you their foe as well, and even if you're no longer affiliated with them don't expect the good guys to trust you anytime soon.

Deformed (+200/400 SP): Your super-soldier enhancements have twisted your body. You're not obviously inhuman, but you're certainly grotesque and you can't cover it up. For 200 points this is only skin deep, but for 400 it comes with some moderate physical disability.

Yandere For Daddy (+400 SP): Susan Mary, alias Itsy-Bitsy, is... a real piece of work. Homeless heroin addict turned murderous hybrid of Spider-Man and Deadpool, which means that she's a monstrous bug person with absurd physical abilities, acid spit that can melt through clothes and irritate

Spider-Man's super tough skin, organic webbing that can be used as monomolecular razor wire, and a healing factor strong enough to survive being atomized. Also a horrifying spider mouth under her mask. She's decided that you would make a good Mommy or Daddy and that means that she wants to either bang you, kill you, team up with you, or commit horrific murders in your name on the flimsiest pretext she can think of and call it "fighting crime." It really depends on how she feels that day. You can try to kill her if you want but good luck making it stick. If you and she are both alive at the end of the Jump she'll say yes to being a Companion but... Why? Why would you want that?

Meta-Bros (+400 SP): One Wade "The Regenerating Degenerate" Wilson, also known as Deadpool, knows about your nature as a Jumper and he wants to be your bestest of best friend in the whole wide omniverse for totally non-selfish reasons. The good news? It'll be really easy to convince him to take a canon companion slot. The bad news? He never, ever, ever shuts up. And he always seems to Zig when you Zag—if you're trying to be a straight hero, he's in full "accidentally used real bullets" mode. If you're a villain protagonist then he's doing his best impression of Spider-Man and Captain America to bring you to justice to be "rehabilitated." And he keeps making weird comments like "I wonder if we'll run into any of the Jump author's OCs here. He's got a lot for Marvel" or "So, are you an OC Jumper or an SI Jumper" or "Can we do a QQ Jump next?" If you companion him, he gets a lot less annoying in future jumps but for the jump duration, he won't leave you alone and will always be on his worst behavior.

Things Just... Slip Away (+400 SP): Your memory is shot. Short-term memories sometimes fail to stick, and while you can remember people and places who are important to you with enough prompting, your long-term memory is far from reliable. You're just barely capable of functioning as a person, but good luck holding down a legitimate job without some really valuable skills. You'll never forget anything related to combat or essential to survival, and the effects of this drawback don't apply to movements copied with Master of Tasks. Maybe you could try writing reminders for yourself? I was going to ask if you'd ever seen *Memento*, but you wouldn't know, would you?

Completely Bonkers (+600 SP): Remember what we said about Nuke? Yeah. You're delusional and prone to violence due to your conditioning, a side effect of your enhancements, or both. With intense psychotherapy and medication, you can become functional but you can't be cured for the duration of the jump.

Amnesia (+600 SP): Some traumatic event related to the origin of your powers has caused you to blank out your entire history. You're still aware of

Jumpchain and know how to use your perks, powers, and items, but only in an academic sense: You have no actual memories of anything prior to jump-start, such memories being locked away for the duration of the jump. You also have a severe, crippling, PTSD reaction to anything that reminds you of what happened to make you forget and feel a constant turmoil at your loss of identity. You won't remember this drawback until post-jump.

Mandatory Power Lockout Drawback (+600 SP): Every jump's got to have one of these. You know the drill, give up all outside powers except for what's in your body mod.

Mandatory Item Lockout Drawback (+600 SP): And one of these as well. You are locked out of your warehouse as well as all properties from other jumps. Additionally, you have no access to any items from outside this jump.

Why? Why Would You Take This? (+1000 SP): A rival super soldier, someone with a similar 'base template' and similar enhancements to you. They could be someone from the same program or from a rival group. They could be murderously insane, they could be a sadist who has chosen you as their preferred target, or your evil clone/twin. But they want to not only kill you, but make you hurt, and you're going to have to deal with them at least once a year. At Jump Start, they have all the same powers, perks, and skills as you to a slightly higher level, but they don't scale to your growth in-Jump and do not have your items. If you manage to kill them, they won't respawn.

Never The End

You've made it to the end. Don't really care how, but now you have a Choice. You can **Stay Here**, in which case time begins to move again and all of your affairs are put in order in all the worlds you've visited previously.

You can **Go Home** with everything you've acquired on your chain so far... Try not to go mad with power.

Or you can **Keep Jumping** in pursuit of greater knowledge, greater power, the often sought Spark, or something else entirely. Regardless, all drawbacks fade away or resolve just before you make this choice and you are purged of any and all outside influences more powerful than a mundane suggestion. The future is in your hands, soldier.

Notes

- Jump concept and first draft by Rater202. Editing, suggestions, and

contributions by teratophilliaOP.
- Further adjustments made on suggestions and feedback from the Spacebattles community.
- The perks can be refluffed as needed. General perks can be done rather freeform, if Homegrown looks good to you but you don't want to be a cyborg you could say that it's a latent mutant ability drawn out by your other enhancements. Origin perks are more strict by default but if you want to be a natural Mutant with Living Weapon instead of an artificial one you won't need the alternate origin toggle.
- The perks in this jump are written under the assumption that they combine with each other and with similar perks in the most natural way possible and that they at least combine additively.
- If you have Heroic Blood and a Capstone but don't want the Capstone boosted effect for some reason, you don't have to take it. You're also allowed to change your mind on this later, but only between jumps. Once you have the boosted effect, however, you're stuck with it. This decision can be made on an individual basis.
- By default, the Sinister Origin assumes that you're a "real" mutant or otherwise have the full suite of mutant genetics and biology, even without the Capstone. Remember, not every mutant has powers, you'll need enhancement perks for that.
- The Ubermensch Capstone boost makes you a Mutant/Inhuman Hybrid by default. I'd keep that under your hat, depending on the timeline, because the canon Ubermensch and you are the only ones for most of history and it's otherwise alleged to be impossible—natural hybrids are *supposed* to cancel out to baseline humans while artificial ones tend to... Die horribly. Seriously, Ms. Marvel turning out to be an “Inhu-Mutant” ended up being kind of a big deal.
- Items listed as Free are free for everyone. They're split up among the origins for thematic reasons.
- The default start date is rather loose but assumes that you're here at least as recently as the comics published in 2017, without using the alternate start toggle.
- This Jump assumes the comics' power levels. If the Supplement mode toggle or alternate start toggles place this jump in the MCU or another adaptation with different power levels, the perks are *not* downgraded. If an ability that isn't an obscure one-off or a temporary power-up is not mentioned in a power-granting perk, assume that that is an oversight on my part and that the perk grants it. It could also be something that you potentially unlock later—if you really want Logan's rage-fueled fire claws, for example, someone with Living Weapon might get it as a secondary mutation.
- Regarding Gamma Powers from this or other jumps: Your Benefactor will protect you from the One Below All's influence if you don't try

to use the Green Door to get infinite one-ups.

- If there's any confusion, the mandatory drawbacks are called that because I felt it was mandatory to include them, not because they're mandatory to take. That, and I couldn't come up with a snappy name for them. If they seem overly generous, well, Marvel Comics isn't exactly a safe place to be, and the time period I've chosen to set this in by default is especially so.
- You may have noticed some omissions from this document. This is mostly because Marvel only treats certain kinds of characters as super soldiers and because a lot of super soldiers are rather generic. Others were omitted because I couldn't come up with a complete set of perks and items for them or with a reasonable capstone or boost. The Red Room, for example, mostly trains its soldiers for black ops and assassination, which brings up redundancy with Weapon X, and I honestly couldn't come up with a Capstone. However, Alternate Origin can be used to turn the first three Weapon X Perks and the Heroic Blood Perk into a Black Widow who took very well to the serum if you want to be a Red Room project. For anything else, feel free to be creative but please Fanwank responsibly.
- Okay, It IS His Story can be taken with other scenarios if you use the freeform time extension reward for completion or enough instances of the time extension drawback to bring you up to the modern day... Or if you can come up with a damn good reason for those characters and events to be happening in World War II but I would caution against that if you don't have a kickass body mod.
- You DID Ask For This being incompatible with Alternate Origin isn't a hard and fast rule, if your alternate origin fits the general themes of the default origins you can still take it.
- Project LiveWire was an addition for the second draft that doesn't perfectly map to the assumptions made after the other origins were selected, so a degree of fanwanking is required in how they fit with certain other options. They were suggested to me and I thought that I could do something cool with it.
- Master Matrix and the Shapeshifting LMDs derived from him have nothing to do with Project LiveWire in the comics. They were introduced during Spider-Man/Deadpool, but I needed a capstone boost and there was enough tech-and-thematic overlap that I felt comfortable fudging it. It's not as powerful as the other boosted Capstones but it's gonna snowball fast.
- In terms of theme, Weapon X is your combat specialist origin, HYDRA is your skill-monkey/caster Origin, Project Sulfur is your support/area control Origin, Sinister is your raw power/innate ability origin, and Project LiveWire is your Tech/Brains Origin with a minor in espionage. Skrullian and Kree Experiment are both alternate takes on raw power, with Skrull doubling as redundant espionage. The Capstone boosts

sort of muddle this, however, and being a jump about soldiers everyone can fight to a degree. Ultimate is, of course, the Odd Man out. It doesn't really have a defined theme. It'd be the Drop-In option if this Jump didn't let you Drop-In as any Origin.

- In Marvel metaphysics, brain uploads preserve the identity and essential "youness" of a person as long as the upload isn't explicitly a copy or backup. Several people have cheated death by having their consciousness transferred into a high-end LMD, so that's an option for non-drop-ins with the LiveWire Origin.
- It Was A Flaw, So I Pruned It will let you treat a kick to the crotch as a kick to somewhere less sensitive, or not have the wind knocked out of your lungs from a punch to the solar plexus, just as an example of how encompassing its effects are. If you have a superhuman toughness perk that's strong enough, it could also let you do the *Superman Returns* thing where the bullet bounces harmlessly off of your eye. Effectively, no point in your body is meaningfully more susceptible to pain or damage than any other without a damn good reason, in addition to the outright removal of weaknesses.
- The Cornucopia of Clones are a group companion, they only take up one companion slot but if you import them they split perks and items between themselves. You can also treat them as a set of fiat-backed followers, in which case if one dies another one with that clone's memories will just sort of... Turn up eventually.
- If a consumable item doesn't have a refresh rate or a supplied amount listed, assume that you always have access to a reasonable amount of it and, in the case of pills and serums, access to dosing instructions.
- The mutant technopath Wiz Kid uses Krakoan-made pills to help manage his dyslexia. It's not clear if these are the mind pills or a separate pill invented later, so I leave that all in the hands of the individual Jumper.
- The Infinity Formula works very well with other enhancements, and particularly the Super Soldier Serum which results in something just slightly over their combined added effects. The Lazarus formula, however, doesn't seem to play ball—Steve was forcibly injected with some of it and even years later, while it's still in his system, it doesn't seem to be doing anything. OCP can potentially change this, however.
- If you have Heroic Blood and then transfuse your blood into someone, they effectively gain the Heroic Blood Perk and any other biological traits you have that it makes sense that they could gain from having your DNA incorporated into them, all Fiat-Backed. They do not gain a Capstone Boosted effect unless you also have it and it falls under the aforementioned prerequisites.
- If you have Inhuman Torch or its boosted version, you can harvest yourself for Horton Cells. A transfusion of Horton Cells cures brain

damage, restores someone's youth, awakens and focuses dormant mutant or inhuman abilities, and arrests but does not reverse or cure the progression of vampirism.

- Taking Alternate Start, Alternate Origin, and Supplement Mode turns this jump into a generic that can be supplemented onto anything to bring in OCP. Even without it, the requirements for supplement mode are loose—You could use Project Infinite Walrus to justify slapping this onto King of The Hill if you want.
- If you take a Capstone or other enhancement perk from a different Origin, you're on your own for how you got them but suggestions are "it was a collaborative effort" or "someone stole someone else's notes."
- While, barring toggles, your backstory is somewhat set, you're assumed to be a free agent at jump start. Other than the effects of your in-jump memories and drawbacks, you have a great deal of freedom in what you actually do here. Marvel has some recurring themes and narratives for their super-soldier characters but this jump is in part about your choices involving them. Refusing to engage with them is a valid choice.
- The only thing stopping you from buying everything by abusing the time extender is your own self-control. Seriously, go nuts.
- On the other hand, even with all the perks and scenario rewards you're not invincible or all-powerful and there are some seriously nasty folks at the higher end of the power scale so caution is warranted.
- Your telefloronic form from the Man-Slaughter perk does not have to look like a typical Man-Thing. Be whatever humanoid abomination of botany you want to be.
- With the exception of It Is His Story, all of the scenarios take place during the default time frame of the Jump and don't overlap with each other in terms of when they're happening. You can take them all if you want. If you take alternate start or supplement mode you'll have to fanwank an explanation though.
- To be clear, the protection from memory loss given by Living Weapon only applies to loss from physical damage. Memory loss from time, deliberate tampering, or severe trauma can still happen, though you will recover at a slow rate. Unlike Logan, you aren't at risk of your healing factor blanking out your memory to cope with severe trauma unless you take the Amnesia drawback.
- The offshoots generated from the Man-Slaughter perk are puppets, less an independent creature and more an extension of you.
- I was asked about including American Kaiju or the Kaiju formula in some regard... I can't. I just can't. During *King in Black: Planet of the Symbiotes* Todd was casually smacking down Symbiote-Dragons, which are Thor-level threats. He **ate** one and that apparently killed it

because he wasn't immediately Knullified. A Kaiju item, power, or companion would outclass anything else this Doc has to offer. I will do you a solid though: If you get a Gamma Form and the Super Soldier Serum from this Jump, take this note as justification to merge your Gamma Form with whatever Reptilian or "Me but Bigger" alt forms you might pick up in other Jumps.

- You can't import anything into the Absolute Carnage scenario reward, but you can import it into other symbiotes or similar organisms you purchase in later jumps, though.
- If you have an origin other than LiveWire, as well as the Homegrown Perk, the Living Extinction boost, and/or the But Why Settle For a Mere Repeat boost, you can optionally treat the Life Model Decoy perk as being the result of further cybernetic or techno-organic enhancement rather than a synthetic alt form. You still retain the option to toggle yourself as fully biological post-jump. On that note, being fully biological does not negate the effects of any of the perks in the LiveWire line.
- By Default, But Why Settle For a Mere Repeat assumes that you're infected with Archangel's strain of the Techno-Organic virus, which grants those infected Archangel's powers but lacks the effects of the baseline strain. If you have it and any perks or powers, from here or other jumps, that count as cybernetic or technological enhancements, you can optionally treat it as being infected with a more robust strain that assimilates the other tech in your body, making you more thoroughly techno-organic. Regardless, your strain is benign and non-contagious barring major OCP. This can be used to combine redundant cybernetic parts gained from such sources. If you also have the Modular perk, this effect extends to Items that are cybernetic and anything you have installed in-jump
- For the record, powers and enhancements you gained in previous jumps, as long as you didn't take the power lockout drawback, count for whether you can take Don't Play Nice. I'm not sure why you'd Jump this if you don't want to buy any of the powers on offer, but if you have OCP Powers they qualify you for the drawback.
- There isn't a "make your own super-soldiers" perk mostly because I felt that such a perk would be better suited to a more general Super Science jump where there could be more options for what you can make with it. And honestly, you don't really need a devoted perk for that in this jump. We've got perks that boost your intelligence, learning ability, and knowledge base, two different mad scientist companions, and a whole slew of items for training, enhancing, and arming yourselves and others. If you want to make your own super soldiers instead of or in addition to being one it's only a matter of buying the right options.
- Any fiat-backed clothing, armor, or equipment from this jump is

assumed to be immune to your powers and will adjust as necessary, that is to say, you won't shred your armored costume by Hulking out with Living Extinction or melt your laser pistol with INhuman Torch.

- Having both Biology is My Bitch and Perfection will give you Noh-Varr's much greater mental control of his body.
- There are some subtle differences between Johnny's Human Torch powers and Jim's, but in practice, if you have both INhuman Torch and Super Skrull you have a double dose of Torch Powers—Triple with Ubermensch. Likewise, having both Super Power and The X Is What Makes It Cool will give you a double dose of Ice Man's powers since you'll have them from two different sources.
- As an example of what I mean when I say that the boosts from Horseman combine Synergistically with other Capstone Boosts, if you have both Heir and Mastery, you'd gain Apocalypse's cyberpathy, the ability to think like and communicate psionically with computers and artificial intelligence. Meanwhile, having both Death and Living Extinction will apply the boost to regen to your Hulk healing factor as well as your Wolverine healing factor.

Changelog version 1.1: Extensive spelling, grammar, and formatting changes. Clarifying edits. Toned down explicit language. Lowered cost of Heroic Blood. Added stipends for General Perks and for Item. Renamed points to a more situationally appropriate name. Reworded and buffed boosted Sinister Capstone. Merged down some of the Freebie General Perks. Added Kinetic Combat and You Got The Power, Man Perks. Tweaked Companions, adjusted rewards for Absolute Carnage and Babysitting Bob, added Scenario ‘United States of Captain America.’ Added Ultimate Origin.