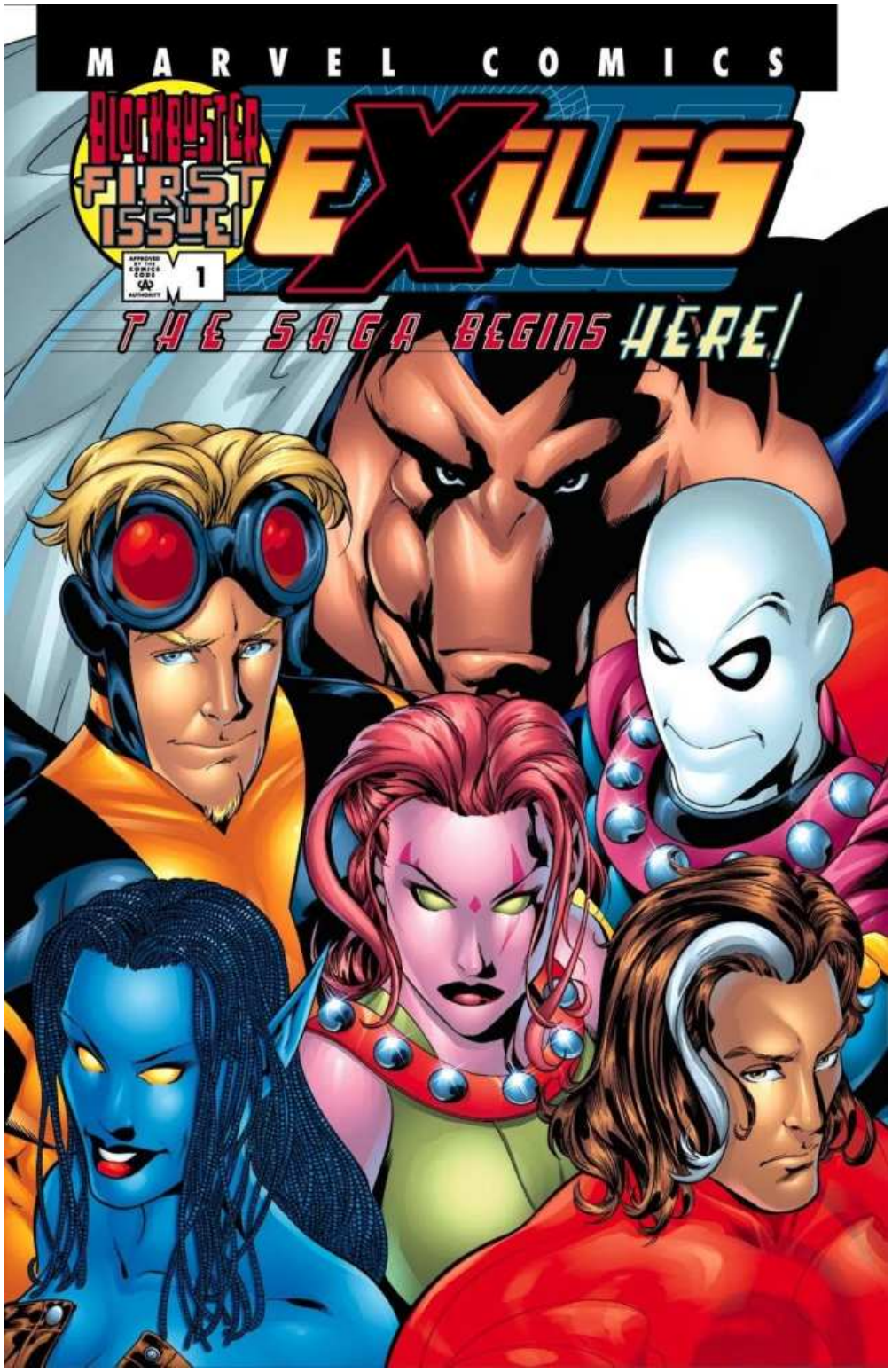
Marvel Comics - Exiles

Version 1.0.3



Feel free to grab a coffee, maybe a danish. Now normally, I'd have a whole speech to give you about the danger that you're in due to having become unhinged from time, but your situation appears to be a little special.

Oh, I guess I should introduce myself. I am a Timebroker, a manifestation of the collective unconscious that would normally come about as a sort of psychic defense mechanism to help those who have become unhinged from time to find their footing and begin working to repair the disruptions to the structure of the various timelines that make up the omniverse which caused them to become so displaced.

You however seem to be a special case. I must admit I don't quite know what to do with you. You seem to be a little more displaced than even I am used to, and for a being that exists outside of space and time that's saying something. Still I guess I must welcome you to the Marvel omniverse. Now usually if you were talking to me it'd mean you were unstuck from time, and would need to travel the omniverse with others similarly unstuck from time to fix how certain timelines have begun to go wrong, and by bringing them back on track restore your own place in time allowing you to return to your original timeline.

You, however, are not from the omniverse, even the outlying areas of the megaverse. So while you can still join a team of exiles, and I'd love to have you helping them fix the ways the omniverse has gone wrong recently, it is somewhat less mandatory for you than with most people I talk to you. If you want to opt out, I guess you could go to one of the worlds they visit instead. But either way I welcome you to the Marvel omniverse.

I am required to give you these to help you define your role here.

+1000 Comic Points

Hopefully you will put them to good use for the sake of all reality. Not that I can force you.

Location:

You begin at no place, as part of one of the Timebrokers' teams of 'heroes' gathered to fix time. You can choose to be part of the Exiles, part of Weapon X, or part of a new third team; though be warned adding a third team may result in you having to kill even more individuals when the Timebroker(s) decide to consolidate the teams at a certain point assuming certain elements are not derailed. You will replace 1 of the starting members on the selected team, and your team will be given a Tallus, and you will be set upon your way to fix disrupted timelines and put them back on their proper course. If you'd like to have your companions start with you, up to 5 of them can replace other members of your team until you have a full team of six; the number a Tallus can reliably transport.

However, if you'd prefer you can begin on one of the worlds the Exiles would visit, living there as a 'native' inhabitant of it. For free you can roll on the table below. For 50 CP you can choose to start in any reality the Exiles visited during their run, and for 100 CP you can choose to start in any reality in the Marvel omniverse.

1. Earth-901237, Canada: The Hulk has begun traveling across Canada, and the world's premiere super team, Alpha Force, has gathered to stop him.
2. Earth-5692, New York state: In this reality the skrulls took over the Earth generations ago. Super powered humans are now used in gladiatorial games, though after a few months Galactus's arrival will change all that.
3. Earth-8545, Las Vegas: The Legacy Virus in this world did not merely infect and kill mutants, but spread across the world as the greatest plague to have ever hit it. It would eventually combine with something in the technarch Warlock, and become a new virus which transformed the infected into zombie like robots, or in the case of some individuals vampire like robots retaining all their powers and sapience.
4. Earth-42777, New York City: Tony Stark was never held captive by people using weapons he had sold them. This didn't stop him from becoming Iron-Man, but he did never develop a conscience, and would go on to become president before

arranging disasters which would see him declared Emperor of the Earth and remove every super being who does not serve him. Only the Inhumans still resist him, guarded by a final failsafe defense given to them by Reed Richards before Stark killed him.

5. Earth-3931, San Francisco: Captain America was transformed into a vampire and would go on to become the King of the Vampires. He, and his vampire avengers, now are a seemingly unstoppable threat to the world.
6. Earth-37072, New York City: In this reality Kulan Gath's master spell was never dispelled, leaving New York City transformed into a city seemingly out of the Hyborian age and re-writing those within to accept it as always part of the reality and the wearer of the amulet which helps hold it together as the king of the realm. Only Spider-Man is immune; so that Gath could torment him.
7. Earth-295, New York City: Better known as the Age of Apocalypse. Though you'll be arriving after Apocalypse has already been overthrown.
8. Free choice from any reality that the Exiles visited.

Origin, Age, and Gender:

The Exiles travel across a wide-swath of the Marvel omniverse, and between the Exiles themselves and the Weapon X team they draw from all sorts of backgrounds and natures. As such there are no origins or backgrounds in this jump. Instead you possess 2 free 100 or less CP perks, 2 discounted 200 CP perks, 2 discounted 400 CP perks, 1 discounted 600 CP perks, 1 free 100 or less CP item, 1 discounted 200 CP item, 1 discounted 400 CP item, 1 discounted 600 CP item, and 1 discount on any Power (a 100 CP or less Power that is discounted becomes free instead). All discounts are 50%. You can select any sort of background that makes sense for you, along with an appropriate age and gender. If you'd prefer not to have memories and connections in this setting you may choose to Drop-In.

Perks:

You gain 2 50 or 100 CP perks for free, as well as 2 200 CP and 400 CP perks and a single 600 CP perk discounted 50%.

Surprisingly Excellent Singing Voice (50 CP): 'Nuff said. Like Mimic or Wolverine you have a good singing voice. You won't be cutting record deals with this, at least not on pure strength of singing talent, but you'll be a hit at karaoke if you decide to try it.

Athlete (100/Free with Ninja or Peak): You possess the physique and athleticism associated with your standard non-powered hero. You won't match Captain America or an augmented 'peak human', but you're close to Olympic levels in everything. This also comes with acrobatic and gymnastic training.

Cat With All the Intestinal Fortitude (100 CP): You can feel fear. You can recognize fear. But fear does not rule you. When your greed, or sense of morality, compels you to do so you can overcome fear even of imminent death and act as you need to.

Hot as Georgia Asphalt (100/200 CP): You look good. Even by superhero standards you'd be the 'hot one', and are easily attractive enough to match an A list actor or actress. Also like Tony Stark your ass (and to a lesser extent other features) will continue to look amazing well past your physical prime.

For the higher price your beauty is no longer merely 'the hot one', yours is a face that could launch a hundred ships and get even hardened heroes or villains to act a bit silly from your flirtations. You'd probably not be able to get them to abandon their firmly held beliefs or goals with just a wink and a giggle, but you can definitely get them to be more forgiving as to your actions and behaviors.

Non-Lethal Restraint (100 CP): You are skilled at holding back the strength of your attacks. Whether direct blows, or projected energy, you are good at gauging how much power would be lethal to an individual, and you can almost instinctively hold back your strength to prevent yourself from risking killing those around you. This is not completely perfect, you may accidentally restrain too much if you do not know an individual's durability, and have to raise to proper force to non-lethally take them down, but you will never accidentally overshoot as long as you are restraining yourself.

This also makes you skilled at striking foes in non-lethal ways and minimizing collateral damage. You will find it easier to shoot people in non-lethal spots and areas - and less

likely to accidentally cause them to die from shock when doing so - or to use a sword or similar weapon in a non-lethal manner.

Silent (100 CP): You possess the ability to speak volumes with body language. Those who know you can understand entire conversations with little more than a few facial twitches, a nod, or a glance. This also helps you control your (micro)expressions giving you a great poker face.

Wanderer of Weird Wild Worlds (100 CP): Jumpers, like Exiles, are such beings. Though Jumpers tend to have some foresight. Still you find that you are able to roll with the odd and the weird, taking it in stride. You can still enjoy finding yourself in a world of living cartoons, or where everyone is some sort of sword and sorcery figure, but you won't freeze up or freak out just because you end up in a weird world.

Without Decay (100/400 CP): Your body still functions normally, but it no longer ages past its prime. This makes you effectively ageless, with no need to fear death from mere aging. Before thinking you're immortal, starvation, injury, accidents, etc are still major threats to you.

At the higher level you will find that your memories and skills no longer degrade with time either, and your body no longer withers with lack of use (though malnutrition may still hit you). You could be in a coma for years and wake up without needing any therapy, assuming the IVs kept you fed for the interim.

Controlled Powers (200 CP): How come Mimic can turn off his Angel wings whenever he wants? It's not like that's part of Angel's power. Who knows but now you can too. You possess a mental on/off switch for all perks, powers, and special abilities you possess, able to turn them on, off, or even dial their intensity down with an act of will. This includes turning off powers that would normally permanently physically mutate you.

Humor That Both Ingratiated and Annoyed (200 CP): You have a sort of comedic charisma, quick with jokes which might not always be good but have a certain charm about them even when they're bad. This makes you especially good for making someone like you despite wanting to throttle you. Comes with the emotional intelligence to read the room, tell when people avoid certain concepts, and actually do some amateur therapy, along with the ability to get people to like you despite demonstrating that you know you're being an asshole most of the time and just don't care.

I Dinnae Think That, Jumper Did (200 CP): Possession is a dangerous force in this world. You are not immune to it, but you can resist better than most. When you are possessed you can struggle from the inside, holding back your possessor from full control, helping to keep certain actions and abilities locked away, or to throw off their aim and actions. In addition those who possess you, and those who copy or view your memories are liable to take up backwash from your experiences and thoughts, becoming more like you, or at least developing certain lingering emotional connections in the process. The more of your memories they delve into, and the more completely they put themselves in your shoes the more this will influence them.

I'm the Best Pilot Here (200 CP): You're as skilled a pilot as Nocturne. How skilled that is is hard to say as she never actually got to pilot in the series, but it was generally accepted and agreed upon by the team that she was the best. This should provide you with the sort of piloting skills often seen in comic books, able to pilot most military and civilian crafts, and even figure out advanced alien vehicles with relative ease.

Master's Degree in Computer Engineering (200 CP): You are a computer expert, whether it comes to designing them, programming them, or hacking them. While this won't make you a genius to the level of someone like Stark or Henry Pym, with enough time you can find your way around most computer systems even those they might design, and in a world closer to the real world technological curve there's not a computer you couldn't quickly hack. This also makes you skilled at figuring out alien computer systems.

Really Get Off On a Good Fight (200 CP): Battle can be traumatic, but not for you. Not only are you not traumatized by fighting, you seem to find it cathartic and after a good brawl find yourself de-stressed and more at emotional peace with yourself and the world. Far from adding to your trauma, you will find that battle actually helps you to resolve your deep seated issues and trauma one fight at a time; of course this does still work better with those fights that aren't a serious risk to you or those you care for.

This won't make you a sadist who enjoys hurting people, but it'll be easy to find a low risk fight fun, especially with non-sapient robots where you can really cut loose.

Team Leader (200 CP): You may or may not have the role, but you'd not be bad in it. You possess basic leadership and management skills. This doesn't make you an expert combat tactician, or even a combat tactician, but you know how to manage people and morale and personalities. You are able to recognize when someone in your team is beginning to grow overstressed, how and when to help them blow off steam, when you

can and need to crack down on the rules, and how to give a stirring speech to help lift spirits.

Tribute to the Artists (200 CP): Comic books are sequential art, and the art is truly important. Important enough that when comic book characters meet the higher order gods above the omniverse they are often artists. You won't be meeting these gods, but you will be able to experience their influence. At will you may change the 'art style' of the current jump to match that of any comic book artist you desire. Whether it's the broad shoulders and dots of Jack 'the King' Kirby, the dashing heroics of Dave Cockrum, the curves and detailed musculature of Jim Lee, or some other style you can choose - and change it - at will. No one else seems to notice these changes and they won't affect anything other than aesthetics.

You're Freaking Out the Waiters (200 CP): You might, a little. But people are strangely non-reactive to your powers and extra normal abilities. Oh if you go around town shapeshifting into a horrible, corpse pale version of Queen Godiva on her horse you might get some stares, but unless you do worse than that most people won't react worse. They will generally take your powers rather matter of factly, and unless given reason to think you're going to use them in destructive or untowards ways ignore them. If someone is specifically on guard to watch for powered individuals it won't help you much though.

Foremost Expert in Parahuman Medicine (400 CP): Like Doctor Stephen Strange of Earth-59661 you are an absolute expert in the field of meta-human medicine, capable of attracting the eye of someone with access to the entire omniverse to you as the best choice to figure out how to heal a wounded parahuman. This doesn't give you any special powers, but you have a wide sweeping medical knowledge which works to cover some rather strange physiologies - living metal, living elastic, and more - and the skills to work with them.

Infinitely More Ruthless (400 CP): You may or may not be the best fighter, but when it comes to finding ways to maim and kill you are an absolute expert. You are skilled at finding ways to get around defenses that your enemies possess or killing people who would normally claim immortality. More uniquely the more wanton destruction and collateral damage you're willing to inflict the better you fight; you will be stronger, faster, and your powers work just a little more effectively when you're looking to harm and destroy without any restraint.

Knowing Who Can Help (400 CP): Sometimes you're in over your head. Sometimes you just don't have the power needed. Now, though, you possess an instinct for who can

help you with your problem, and how to find them. This helps you to get an idea for who might have the talents and skills needed, even if you do not actually know the full situation. This comes with a fair bit of luck in finding people who can help you in situations that you find yourself in.

Ninja (400 CP): Whether trained by the Hand, Wolverine, or someone else, you are a highly skilled ninja. This grants you excellent hand to hand combat skills with a high variety of weapons as well as when unarmed, making you a top class hand to hand combatant with expertly honed battle reflexes. This also makes you an expert in moving quietly and stealthily.

Sacrifice (400 CP): When you make the sacrifice play, willingly putting yourself in a situation dangerous even to you for the sake of others you are able to pull off far better results than would be expected. Your moments of sacrifice will not be wasted, luck helping you to succeed on what would otherwise be nearly impossible goals. You also find that you're less likely to die from some acts, you are very likely to be horribly maimed or put into a coma, but you possess far better odds of surviving blowing yourself up than you should.

What Are Your Guts Telling You (400 CP): A fighter of the good fight has to be able to rely on their intuition. Yours is worth relying on as well. You can get a feel - fairly quickly - for when there's something *off* about the situation. Maybe it's an illusion, or a hologram, or just a bad guy ruse. You won't know exactly what but you are good at knowing when *something* is pulling the wool over your eyes. This helps you get a feel for intentions too; if someone is manipulating you to save reality you might feel something is off but not so off as to risk that what they're saying is untrue, if they're suddenly replaced by a supervillain that wants you to suffer you'll quickly begin to figure out something is very much amiss.

Genius (600 CP): You may not have the scientific aptitude or skills of Iron-Man or Mister Fantastic, but you possess the intelligence to be classified as a genius. You process information quickly, understand new concepts with ease, possess nearly perfect memory, and are naturally skilled at reasoning and cognitive skills. This makes you learn things much more quickly than the average individual, picking up new skills in a fraction of the time that it would normally require.

Natural Born Killer (600 CP): You are a natural combatant with a mind for battle that is almost completely unmatched. Great situational awareness, ability to pick up on terrain features you can take advantage of, and tactical strengths and weaknesses of a situation.

Know how to be cagey with your powers, how to conceal what you can do, and show what you want to show.

While this does not provide you with skill in weapons or martial arts you will be an extremely talented brawler, and pick up new combat skills at the speed of a comic book prodigy.

Purging (600 CP): Like the ninja Lord Ogun, you possess mystical techniques and skills in the form of highly advanced brainwashing techniques. Through the use of these spiritual talents you are able to wipe away someone's personality and leave them only a blankslate, which you can then reshape from the ground up as you desire. It is possible for those with strong wills, or psychic powers of their own, to resist or have a lingering element of their old self, but with time and effort you could turn even heroic individuals into your ninja servants.

Teacher (600 CP): You possess nearly messianic charisma, on the level of the likes of Xavier or Magneto. This charisma is enough to allow you to become the face of a world-wide movement, stirring the hearts of people across the world. Those who serve in your personal sphere of influence are especially affected, and will often become highly dedicated and loyal to you and your dream. You possess the potential to teach the world peace or terror. Just remember like with Xavier or Magneto not everyone will fall under your sway.

Tightened Strings (600 CP): Something has changed about your nature, the quantum strings that make up your being tightened and reinforced against manipulation. You are now nigh immune to both reality warping and telepathy; neither Xavier nor the Shadow King could touch your mind, and while a reality warper of Jamie Braddock's level could affect you it would be a great effort for him, enough to force Mad Jim Jaspers to work to affect you, and taking something on the scale of the Scarlet Witch empowered by the Life Force to omniverse shaking heights to warp you with ease; this should put you safely above the capabilities of Proteus or even the measure of power usually displayed by the Phoenix Force. This mental protection also leaves you functionally immune to most other forms of mind control; it'd take something like the soul of an another universe's version of yourself attempting to hijack your body to get through. As a side effect you are invisible to cosmic awareness and devices meant to monitor the multiverse; this won't protect you from lower scale senses.

You On the Other Hand We Trust (600 CP): There is something about you that just seems to make people trust you, as if they can simply feel your pure heart. This is

especially true of people with great power, who seem naturally to like you and accept you as a friend and beneficial force. This works best with one on one interactions, and you won't be leading great nations or movements with this, but you will find that you have an oddly easy time getting allies to aid you, at least as long it aligns with their basic goals.

Powers:

You gain a single discount (50%) on any 1 power; if it is 100 CP or less it is free instead. This discount applies to any additional cost to the power. If a power grants another power for free which possesses additional costs you may pay only for the additional levels.

Adamantium Skeleton (100 CP): Your endoskeleton is covered with adamantium, rendering your bones all but unbreakable. This adamantium will not extend to your teeth, claws, bony outcroppings, or any exoskeleton. It only covers your endoskeleton, regardless of ways you reshape your form.

Angel Wings (100 CP): You possess a pair of large feathered wings. These wings allow you to fly at speeds over 100 miles per hour, with agility that surpasses that of a human of your general fitness and athleticism on the ground. Your body is optimized for this flight, your stamina is enough to fly longer than an ordinary person could run, and resistant to damage from crashes.

Bigfoot (300 CP): You are able to transform into a furred, sasquatch-like creature. In this form you possess superhuman strength and durability. You are strong enough to cause localized tremors by repeatedly striking the ground, strong enough to be the 'strong guy' in a superhero team, although you are weaker than the Thing, or someone with Living Steel; you are closer to them than you are to the proportional strength of a spider. This comes with similar durability. This also gives you improves olfaction, not to the level of Smilodon, but enough to be compared to many wild animals. You also gain the 100 CP level of **Healing Factor** for free.

Blind Justice (400 CP): You possess substantially enhanced senses - other than vision - similar to those of the blind hero, Daredevil. You are able to hear heartbeats from rooms away, smell emotional states, an extremely sensitive sense of touch, and are able to sense the proximity and arrangement of nearby objects. This makes you extremely hard to lie to, able to pick up the smallest scents or sounds, and effectively act without your eyes completely unimpeded.

Blink (600/1000 CP): You have the ability to open teleportation portals. The more you're attempting to move and the further you move things the more it strains you; attempting to teleport a bus worth of materials would likely require multiple portals and take several teleports to move a few hundred miles, and moving yourself and a group from California to England would leave you drained, it's possible to extend this range with time and practice; reaching space would be difficult and reaching the moon would be unlikely. It is

possible to use these portals to redirect attacks, even highly energetic ones, though some beings especially those with high levels of esoteric forms of energy can resist; an example would be the Hulk whose sheer amount of gamma radiation can prevent this teleportation if he's unwilling. You're unable to teleport only part of a person, or teleport objects inside of other solid objects with this option.

For an **additional 400 CP** you can fire spikes of teleportation energy. These spikes are easier to aim than the opening of portals, and can allow you to designate targets further away with greater ease, or can be left in something and used to teleport back to the designated object later, they can also be used as direct explosive energy if you need to use them thus. You are also now able to teleport only part of people or objects, or to teleport things into other solid objects.

Butterfly (600 CP): You possess telekinetic powers similar to Psylocke's in this period. This telekinesis is powerful enough to make hyperbolic claims to be able to destroy mountains, though displays are closer to burrowing out of a collapsed cavern, destroying buildings, and providing assistance to a stronger shield in containing a nuclear bomb. This telekinesis can be used with relative to increase your striking force and simulate super strength, with focus hold together a punctured lung, and manipulate objects as small as dimes. This telekinetic force can be shaped into melee weapons. These weapons do not cause physical harm, but overload the target with pure shock and pain, able to knock out even superhuman foes. Finally this power allows you to cloak yourself from light, telekinetically bending it around yourself to turn yourself invisible without blinding yourself. This power does <u>not</u> include telepathy.

Furious (3400 CP): You possess the same powers as Mad Jim Jasper's ultimate creation. You are a cybiote, a form of robotic life form, with strength enough to easily tear through most super strong heroes, likely stronger than King Hyperion himself, energy blasts that can kill multiple Captain Britains in a single blow, the ability to regenerate quickly from anything short of total destruction, and travel between realities on your own power - though the process is highly damaging to you. You are durable enough to survive even the destruction of your universe, existing in the void left behind, though this is shown to leave you damaged in a way that reduces your strength and renders you vulnerable to destruction from attacks that would previously not have even dented you. Your most powerful ability is adaptation, able to adapt resistance to any attack that damaged you ensuring it will not again; though some things - such as the destruction of the universe you are in - may surpass this adaptive ability. This also comes with resistance to reality warping, created by a premiere reality warper to possess as much immunity to such

effects as they could provide you with, enough to even - at least for a time - stymie a stronger version of themselves.

Gambling Man (300 CP): Like a certain cajun mutant, you possess the ability to tap into the potential energy inside of an object and convert it into kinetic energy. When an object is thus charged with energy and thrown it will release the energy explosively, a simple playing card is enough to blow holes in walls and cars. The larger the object the more effort and time it takes to charge and convert, but the more power it possesses when it explodes.

Gamma Mutate (500 CP): Gamma radiation has infused you with power. While this won't make you an equal to Bruce Banners, you're closer to Jennifer Walters circa of the early 2000s. You are able to transform into a larger, muscular form of a color of your choice. Your strength is still immense, though even base Hulk will be stronger than you, able to overpower even the likes of the Thing, able to leap hundreds of feet into the air or a thousand feet across the ground. You are similarly extremely durable, possessing the ability to take blows from someone as strong as you are, nearly impervious skin, and resistance to extreme temperatures. This also increases your recuperative abilities; you gain the 100 CP **Healing Factor** for free, though your actual recovery rate is somewhat enhanced over it existing somewhere between the 100 and 200 CP levels.

If you'd prefer this form can be rocky and similar to the ever loving Thing.

Genocide (1000 CP): You are now a creature of living energy, or at least you are able to assume such a form as an alt-form. While in this form you do not need to eat, drink, breath, or even sleep, but you will slowly begin to dissipate, requiring you to constantly supply yourself with new energy. You can obtain this energy by draining it from others in your proximity, quickly reducing ordinary humans to little more than withered husks. You are able to use this energy, however, to great effect as well, using it to solidify your form and grant you low end superhuman strength, reflexes, speed, and stamina, as well as the substantial resistance to harm that comes from being a being of semi-corporeal energy; this is not invulnerability, telekinetic force has harmed this and there are entities that might be able to absorb you. This superhuman physique is typically secondary to your ability to focus it outwards in the form of devastating blasts of plasma capable of burning through humans. While this energy form usually resembles a skeleton surrounded by a glowing gas, it is possible to reshape it. All of these abilities constantly drain on you, expending the energy you absorbed from other beings hasten the rate at which you dissipate, the energy blasts seemingly taking the lowest amount of energy. As a being of energy you are able to fly and float fairly freely, though any significant acceleration

requires the use of energy. Finally as an energy being you possess senses capable of themselves recognizing and tracing various exotic energies following them back to their source.

Greatness (800/1200 CP): You possess comic book magnetokinesis. While range and raw power aren't shown to be equal to Magneto's, it does demonstrate the ability to sense and control metallic particles on an atomic scale with an ease that would make Magneto jealous, and is still powerful enough to reconstruct an entire prison complex into a shield to hold in a nuclear bomb (just try not to be on the inside of the shield). Can be used to manipulate electricity enough to reroute energy from a power grid and shut down power in half a city - as a side-effect of powering a device - or create metallic objects by gathering individual particles from the air and combining them, but cannot manipulate non-ferrous particles despite covalent bonds being based on electro-magnetism.

For **an additional 400 CP** your touch can transmute living beings touched into solid iron. This can even affect an individual such as Rogue.

Healing Factor (100/200/400 CP): You are capable of healing at an accelerated rate. For the lowest level costing 100 CP, this does not allow you to regrow lost limbs or organs, but like Spider-Man you heal at a significantly increased rate. You recover from toxins, diseases, and injuries about ten times faster than an ordinary human would. You won't be surviving your stomach being cut open without sewing it back up, but if you had some basic treatment you could recover in hours.

For **an additional 100 CP (200 CP total)** it is closer to that of Wolverine. You can recover from bullet wounds within minutes, as long as they do not hit anywhere vital. Limbs and organs can be reattached though it will take time, and may regrow with sufficient time. This healing factor is also effective for preventing illnesses, most toxins, and even stopping parasitic infestation and transformations, capable of stopping - for example - the transformation into a brood due to an implanted brood egg. This healing factor will extend your life significantly, but age will eventually weaken it, and it can be overwhelmed with sufficient strain put on it.

For **another additional 200 CP (400 CP total)** it is now significantly improved. Bullet wounds from a handgun can heal almost as quickly as they are applied to you. You are able to regrow limbs, though it's quicker to reattach them, and can heal from almost any non-instantly lethal wound. Even some seemingly instantly lethal wounds - such as a broken neck - can be healed given time. Completely destroying your brain would still kill you. This renders you effectively immune to disease, foreign chemicals, parasitic

infestation, and could even keep you alive through fully metastasized cancer. Aging might eventually weaken it, but you could survive centuries with full body cancer without this happening.

Heralded (4000 CP): Whether it was Galactus the Devourer of Worlds, Galactus the Restorer of Worlds, or simply your benefactor, you have been imbued with powers like those of one of Galactus's heralds. You are able to absorb and manipulate the ambient cosmic energies of the universe. This allows you to perform many feats and emulate nearly limitless powers and abilities. You can increase your strength to "incalculable" levels sufficient to tear apart individuals who are capable of smashing planets in a series of punches, are nearly indestructible, survive absolute zero or the heat of an actual nova, are immune to radiation, manipulate matter and energy, restructure or animate material, revitalize life, manipulate gravity, generate nearly any energy you desire, phase through solid matter, destroy planets, and use this power for too many other functions to list. It is worth noting that the power cosmic sustains you without need for food, water, air, or sleep.

Imperius (600 CP): You possess powers similar to the Avenging Son. Like Namor you possess strength and durability to overcome the Thing, or match She-Hulk. This power varies based on your hydration. Fresh from the water you possess the above, but if you dry out you will find yourself weakening till you are only somewhat above the likes of Spider-Man. You also have superhuman reflexes and speed, especially when it comes to moving through the water; you could potentially fight the Hulk underwater and win.

This comes with the ability to breathe underwater, resist the pressures of the deep, and similarly adapted to life in the depths able to see in murky depths and hear underwater as well. Moreover you are able to telepathically communicate with most marine life. Finally you possess the ability to fly under your own power.

You may choose to be an Atlantean as part of the origins of these powers.

Invisible Force (600 CP): You possess the ability to project invisible forcefields in a form of telekinesis. While this lacks the fine manipulation or ability to increase your strength that is possible with Butterfly, these fields possess substantially stronger raw protective strength. Your field could mostly contain a nuclear bomb's explosion including the fallout, though you might need help, could block blows from super powered foes, and crush people into a single point.

For an **additional 200 CP** you can now turn yourself - or others - invisible. This can cover a whole group with relative ease.

King on High (2000 CP): You possess powers equal to King Hyperion's. Strength enough to casually manhandle the Hulk, beat up two normal Hyperions at once, or make your claim to have killed Galactus at least non-laughable, super speed, flight, nigh-invulnerability, the ability to channel cosmic radiation into regenerating yourself or atomic vision capable of effortlessly killing Wolverine, vaporizing a large portion of Vision while intentionally letting him live, or killing a female version of Namor while underwater. You have enough power to let Rogue get a power high off of absorbing from you and not even notice the drain. Not quite able to stop a meteor large enough to completely wipe out all life on Earth simply from Earth's gravity pulling it down that's already in the atmosphere, though that might have to do with it breaking apart in the attempt (which would still destroy everything) forcing you to melt it and simply not being able to vaporize a subcontinent within minutes. You're durable enough that blasting through your flesh with your own atomic vision, and then being stabbed in the back by a soulsword charged to max power by Gambit will only destroy most of your torso and some other parts; by all rights this should kill you, but given time you can absorb cosmic energy and reconstitute your body from any cell, though it'll be quicker the more of you remains and you might not manage to revive from a single cell in any timely manner.

Other incidental abilities include super hearing superior to all other options, the ability to observe people's vitals in real time with a glance, to vibrate your way out of being teleported, and snort energy beings.

You do have a weakness, Argonite Radiation which affects you much like green kryptonite radiation affects superman.

Living Metal (600 CP): You are able to transform your body into organic steel. In this form you are almost as strong as a Gamma Mutate, and if anything you are more durable, nearly immune to cold, and able to withstand extreme heat as well. In this form you do not need to breathe and may not even have a heartbeat; you certainly do not bleed, and can survive terrible injuries such as having your torso completely deformed or torn apart although this doesn't give you a special power to recover from such injuries. This form does leave you vulnerable to effects that manipulate metal, and vulnerable to magnetism. Strangely, while in this organic steel form your mind is a closed circuit, unable to receive or transmit telepathic information; you cannot be affected by or use telepathic abilities while in this form.

Luck (600 CP): You are lucky, improbably, impossibly lucky. In truth this is the result of probability manipulation, a form of low level reality warping, causing events around you to line up in your favor. This allows you to make improbable shots, ricocheting attacks miraculously, and helps you survive, ensuring soft landings, and helping avoid lethal blows. This ability is pervasive enough to counter, even normally substantially stronger, reality warping in a small area (longer than leg's reach but not much further) around you. Reality warping that is benefiting you will not be negated, but this will restore reality - and even other individuals - around you.

Machine Intuition (1000 CP): You possess a natural intuition into technology and machines. This grants you an impressive ability to invent and create new technology, allowing you to be a particularly versatile and capable inventor of comic book technology. In addition to being a brilliant inventor, you are able to quickly intuit the nature of machines, including computers, quickly figuring out how they work, or how to stop them working.

Mad Jim Jumper (6000 CP): You possess the ability to warp reality on a truly impressive level, similar to that of Mad Jim Jaspers. This makes you one of the most powerful reality warpers in the Marvel omniverse. A weaker version of Mad Jim Jaspers was capable of causing the omniversal guardian to destroy the reality to deal with him, as well as create a robot that could survive such destruction. Like the 616 Mad Jim Jaspers you are a threat to the Marvel omniverse, able to reshape an entire reality given time, and extend even to other alternate realities. Your capabilities are <u>almost</u> limitless, able to do anything that **Mutant X** below could do and more, you can constantly restructure yourself from destruction, create superpowered beings including ones that are resistant to your own manipulations, reshape your enemies, and more. The main limits are your own imagination and personality, and one functional limit: you cannot create things from absolutely nothing, there must be matter and energy for you to manipulate and warp; if you found yourself in an absolute void such as that left behind by a destroyed universe you would be unable to create or alter it.

Marvel (400 CP): You possess a suite of powers. First off, is super strength, somewhat over double that of Spider-Man's, and similar durability. Next you possess supersonic flight, and increased speed even when not flying though you are not capable of running at supersonic speeds. Finally you possess the ability to release blasts of energy, capable of destroying sentinels, or buildings.

Mimicry (1400/3000 CP): You are capable of copying the powers of others through proximity. You can copy up to 5 powers at a time but these powers are all at ½ potency. You can copy powers on the fly, but it takes 2 hours to copy a power permanently and even temporarily copying a power will cause you to lose one of your previous 5, and you will have to copy the power again to regain it even if it was permanently copied. Copying powers on the fly also provides certain difficulties as you do not get their skill with the copied power, though you do seem to possess some basic instincts with them, so you may need to practice and learn to use them; in short copying the Human Torch will leave you needing to learn how to carry people without burning them and how to use the flames to fly properly. You may also find that some abilities are too great to mimic.

For **an additional +1600 CP** your power seems to have taken on aspects of Rogue's. You no longer can copy powers by mere proximity, requiring a direct touch from your hands - and only your hands - but in exchange the process is much faster taking mere moments to copy a power temporarily, and allowing you to do so permanently after a minute of contract, the powers are no longer at ½ potency, and you do not lose a power permanently if you drop it from one of your five slots, but can instead recall it at any time merely able to use 5 powers at a time.

Morphable (400/800 CP): For the base cost you are a shapeshifter able assume human/near human forms. This won't give you any superpowers, or even super soldier levels of physique, but you can assume certain minor inhuman traits. These include things like functional gills, or movable wings - though it'd be difficult to actually fly with them. This control over your own form can be used to shapeshift back into a proper form, closing wounds or with difficulty even fixing bones into their proper positions. This could be used to 'regrow' lost limbs, though it would lower your total available mass.

For **an additional 400 CP** this is improved to truly high end shapeshifting. You possess the ability to become gas, or liquid, though this has unclear limits to mass and total volume (can turn into giant octopi and dragons large enough for a Sasquatch to ride, but hasn't turned into anything truly massive or done density shifting) and moving parts are hard to pull off making complicated machinery impossible. By increasing your mass and muscle density this can increase your strength to greater than Spider-Man levels, almost reaching the level of **Marvel**, morph your body at speeds to potentially dodge attacks if you are expecting them, or deform in response to an attack. You are also able to heal yourself by morphing your molecules back together; reattaching a severed body part - or your torso - might take a few minutes, but energy burns and radiation takes much longer to heal; and given time can regrow lost mass. With this you can make objects from your

body and detach them. For some reason this also allows you to fly telekinetically at a speed of approximately 40 mph.

Mutant X (3400 CP): You have gained the ability to become a being of pure psychic energy. While in this new alt-form you possess a variety of powers. As a creature of psionic energy you are mildly telepathic; not enough to control people but enough to get a sense of people's fears and traumatic memories. You are also able to possess other creatures taking all their memories when you do so, and to maintain this form will need to as the energies of it must be sustained by the life-force of other beings; this possession burns out your host, desiccating them and absorbing their life force, though some hosts may last longer than others and it is possible to even find a host that can support you indefinitely. Your greatest power, however, is to change reality. The area is limited - generally around a skyscraper or a city block though with a body that didn't degrade you could control enough to make an underwater city rise aboveground as a new island - but you are able to twist reality in the area into a nightmarish dreamscape, reshape people and their bodies, unmake other energies, and generally reshape the laws of physics through psychic force. With this power you can even teleport, force information from advanced machinery, reach through inter-dimensional communication devices to influence the other end of the communication link, or with the right knowledge and skill travel between not merely the various dimensions that make up a single reality but between alternate realities and the entire local multiverse. When you leave the area, or cease using this power, direct changes will revert themselves; warping a person into a pretzel will see them revert to normal and that cement you turned fluid will be solid once more, but if you launched a stone spike through someone they'd still have the wound.

It'd be easy to think of yourself as a god, though there are some problems. Metal is harder for you to warp, and can resist you for a time especially if it happens to be something like adamantium or worst of all living metal like what composes Colossus. It can help force you from your host - something as simple as a bullet wound would cause a host to burn out substantially faster besides simply making it harder to remain in them - and if you are without a host it can disrupt your energy form and kill you. Even merely touching metal with a host body is poisonous to you, though a body that negates your degradation might also negate this weakness. Finally when you use your reality warping powers it hastens the decay of your current body.

Nocturnal (500 CP): Ability to possess people for up to 12 hours by touching them with both hands and disappearing your body into theirs, but can only possess one person per lunar day. An after effect of your possession knocks your host out for (approximately) 24 hours from some sort of mental overload. Certain entities may prove difficult to possess, though the attempt may help disrupt other forms of possession or potentially force them out.

For an **additional 100 CP** you possess additional secondary mutations which grant you superhuman agility and reflexes, enhanced night vision to the extent of being able to see in mere starlight like daylight, and the ability to create portals in front of your hand that release energy outwards in an energy blast potentially strong enough to kill people or destroy weaker robots.

One-Man X-Team (600+): Colossus (**Living Steel**), Wolverine (**Smilodon**), Angel (**Angel Wings**), Cyclops (powerful optical beams), and Beast's (superhuman strength and agility) powers at ½ potency. Also includes **Telepathic Aptitudes** for free. These powers can combine synergistically (turning to living metal with Angel wings or Wolverine bone claws will coat them in living metal), but because these are in reduced form you may find that some secondary powers are reduced and anti-synergy is possible; where Colossus would normally be just as agile in his living metal form, you will find that it doesn't completely compensate for the increased weight (though you don't bleed while in it, and it does seal off your mind telepathically) making it hard to fly or use the full agility from Beast's powers for example.

By paying an **additional 200 CP** you can replace any powers gained from this with other powers available in this jump costing 400 CP or less; Colossus's power can be replaced with one costing 600 CP or less. By paying even more CP you can increase the CP cap for each power by the same amount; for 1200 CP you could pick any 4 800 CP or less powers and any 1000 CP or less power, but all would be at ½ power. If you paid this additional price you can also pay **200 CP each** for additional powers beyond the initial 5 at ½ strength; these powers cap out at the same price as your highest priced ability from this power (that is 200 CP less than the amount of CP you paid for this, before discounts or CP for additional powers beyond 5).

If bought with the 3000 CP version of Mimicry each power will be at full strength instead of ½ strength.

Peak (200 CP): Your physical capabilities are above the equivalent of Olympic levels for your species, reaching just above what would be considered the normal maximum. This doesn't mean that certain extraordinary individuals won't be able to outperform you in aspects (Kingpin has overcome Captain America in brute strength for a non-super powered individual example), but you stand above what would be considered the normal limits for your species.

Polar Star (400 CP): You possess the ability to channel the kinetic energy of the atomic motion of your own body in a single direction. With this you can theoretically accelerate to speeds approaching that of light, but this power does not alleviate the need to breathe nor will it protect you from the damage of air friction at these speeds. This channeling of your own kinetic energy does provide you with increased durability and resistance, enough to fly at approximately mach 10 without damaging yourself.

You are also able to redirect this energy in the form of light equivalent to that of a lighthouse beacon.

Polarity (600 CP): You possess the ability to manipulate and control magnetism similar to the mutant Polaris. The range and raw power are not equal to those of Magneto - you won't be altering the entire Earth's electromagnetic fields - but is still sufficient to fight robots across a city, or manipulate entire buildings' worth of material. It possesses similar power and scale to **Greatness** above, but lacks the fine finesse to manipulate individual particles, generate metallic materials from the air, or build extremely sophisticated objects quickly (though it could construct most machines with time).

Psychometry (200 CP): By touching something you can get a glimpse of its history, and purpose. This won't tell you everything that has happened in the past involving the object, but it will give you flashes of information, and a sense for how it is intended to be used.

Solar Fire (300/600 CP): You possess the ability to wreathe yourself in fire, similar to the Human Torch but the flames are not as intense or as powerful. By doing so you are able to fly, project blasts of fire hot enough to cut through steel, or burn through walls, capable of reaching immense heat at your maximum intensity. You are also immune to fire and heat at levels up to the maximum you can produce.

For an **additional 300 CP** you can reach Human Torch levels of intensity. This increases your power substantially in scale, and scope, and makes you capable of producing both higher heat and reaching and sustaining your maximum output more easily.

Sorcerer (800 CP): You are a talented sorcerer. You are ultimately more on the level of Selene, Magik, or Shaman than that of the Sorcerer Supreme, though Magik and Selene have at least been in consideration for the position and have the raw talent if not the skills or the trappings that can magnify their power. This magic provides you with a great variety of possible actions and abilities, though it will on occasion depend upon external sources of energy, or time and preparation.

Smilodon (400 CP): You are above peak human, with low end superhuman strength - able to bench about 2 tons (and this time it actually means tons) - as well as superhuman speed and agility albeit still less than a spider-totem's. Where you excel is in your regenerative capabilities, giving you the 200 CP level of **Healing Factor** for free, as well as your general durability and endurance. You can take a greater beating that would be expected from your raw strength even with your healing factor considered, and you can resist temperature extremes as well, able to sleep naked in subarctic environments. Finally you have greatly enhanced senses, exceptional night vision, a sense of smell acute enough to pick up most shapeshifters and shame bloodhounds, and enhanced hearing. Finally you have sharp claws that can extend from your fingertips and bestially sharp teeth. If you'd prefer you can trade these claws and teeth for a trio of bone claws like those of Wolverine, and thus have Wolverine's power set instead of Sabertooth's.

Spider Totem (400/600 CP): You possess the powers of a Spider-Man. You have two options for which Spider-Man's powers to possess. Regardless of the choice you possess the proportionate strength of a spider, strength enough to lift cars and trucks with relative ease, or literally knock people's jaws off with a punch if you didn't hold back. This also provides you with substantially increased agility and reflexes, allowing you to perform truly impressive acts of acrobatics and gymnastics even without training. This also provides you with the 100 CP level of **Healing Factor**.

With the first option you possess the ability to extend sharp claws from your fingers and toes, capable of cutting human flesh or tearing cybernetics and allowing you to climb walls or cling to ceilings, as well as fangs that can extend from your mouth which can inject venom dangerous to individuals as powerful as you are. You possess organic web-shooters, able to launch webbing which bio-degrades over time and can be used to swing with, or to constrain and constrict enemies. Finally you possess enhanced vision, both improved night vision, and 'accelerated vision' massively improving your ability to track movement and helping you to take in visual information and gauge angles to avoid gunfire and similar threats.

With the second option you do not need to extend claws to stick to walls or cling to ceilings, simply able to crawl across them with ease by using your finger tips and toes. You also possess spider-sense. This allows you to sense certain frequencies of radio waves which can be used for communication (most commonly used to follow his spider-tracers), but is better known for its clairvoyant capabilities. This spider-sense will tingle to warn you of danger. This warning may come as much as minutes before the danger itself in some situations, but does not tell more than its presence and the vague scale of the danger. In a more immediate manner, however, it will warn you of the direction and angle of attacks instants before they are launched, enough to allow lasers or guns to be dodged when combined with the enhanced reflexes of this power.

For **an additional 200 CP** you can have both options. This won't increase your strength or agility, but you will possess organic web shooters, venom, accelerated vision, and the clairvoyant spider-sense.

Telepathic Aptitudes (50 CP): Maybe you have small fumes of copied and abandoned telepathic abilities, maybe you're just a very low end telepath. This provides a slight boost to your telepathic defenses, and would allow you to use Cerebro or machines meant to integrate with telepathy with difficulty. You're technically a telepath but without other boosts don't expect it to be doing much.

Telepathy (400/1400 CP): You are a lower end telepath. If you fully opened your mind you could hear the minds of a sizable crowd within a densely populated city, or with more focused intention and concentration probe into the mind of another. This does allow you to form telepathic communication links with others that can extend over a significant distance, or astrally project yourself. With focus you can cause an individual to perceive psychic illusions, or even manipulate their thoughts in minor ways, though this is a low level manipulation which can be resisted by focused will, or even just by having the manipulations go against their natural inclinations.

For **an additional 1000 CP** this is increased to an Omega Level telepath. This allows your telepathic powers to develop much further. It will take training and experience but Omega Level telepaths have shown themselves to be able to subtly implant thoughts into other's minds, control the actions of entire crowds, alter memories almost seamlessly or alter the memories of entire crowds, suppress aspects of people's personalities, control and influence their long term behavior, telepathically communicate across intergalactic distances with a strong enough connection, and with enough built up psychic charge release a telepathic pulse that puts everyone within several miles into a coma. Your

powers do need focus and concentration, and there do exist various ways to block your telepathic abilities.

Umbral Feline (800 CP): You possess the abilities of Cat, the version of Kitty Pryde that joined the Exiles. This allows you to shift out of phase with ordinary matter. While out of phase you are effectively intangible. You can control whether gravity affects you or not, may slide through the ground at high speeds by stopping yourself from moving with the planet's rotation, passing through electronics can be used to disrupt them, and you can become just tangible enough to be pushed out of a surface harmlessly. You are also able to phase other objects or individuals you touch as well, making them tangible to you and intangible to most things. You are able to do this selectively, allowing you to touch a certain part of someone's body and turn it intangible to rip it out, or turn cybernetics intangible to make them fall out of their wearer. While out of phase with reality, you are harder to affect with reality warping, not completely immune, but it will take additional effort and focus. You are able to maintain this intangibility for yourself for extended periods.

Certain forms of energy, such as psychic energy and magic, can still affect you while phasing.

Utopian (300/400 CP): You possess strength and durability equal to those of **Bigfoot**, as well as regenerative capabilities equal to the 100 CP level of **Healing Factor**. You also possess even greater resistance to disease and poison than these powers would normally give you, and an extended lifespan allowing you to live for centuries without seemingly aging. You may choose to be an Asgardian, as the origin of these powers, if you desire.

For **an additional 100 CP** you also gain the ability to fly at speeds close to those of sound. You are also effectively immune to traditional diseases. You may choose to be a true Utopian like Zarda the Power Princess, as the origin of these powers, if you desire.

Visionary (1000 CP): You possess abilities similar to those of the android Vision. This grants you superhuman strength between the level of **Spider-Totem** and **Marvel**, durability, reflexes, and speed, as well as enhanced senses such as telescopic vision, and greatly improved hearing. You also possess the ability to fly at near mach speed, and fire heatbeams from your eyes, similar in power to the unupgraded **Solar Fire**. You possess Vision's most famous ability as well, able to reduce your density to the point of intangibility allowing you to fly and pass through objects or people, or increase it to the point of diamond-like hardness increasing your strength to slightly higher than **Bigfoot**.

At your discretion this power can take the form of a robotic alt-form. If you choose for it to be robotic, you will be able to directly interface with computers, project holographic disguises around yourself, and absorb solar energy to power yourself without need for food, drink, or sleep. You will also be a robot with all that normally comes with it - for example you will be able to survive being torn apart as long as your main processor isn't damaged, and unaffected by disease or things that would require you to breathe.

War (700 CP): You possess super strength and armored skin that's harder than steel. By default you're strong enough to take blows from the Hulk at his base strength, roughly as strong and durable as a **Gamma Mutate**, but like the Hulk you grow stronger with rage, your form becoming more monstrous and less human, growing a tail, hoofed feet, claws, armor plates spreading across your body, and of course growing in size. If you yield to a berserker rage you could grow strong enough to beat a Banner-less Hulk unconscious (reminder that the Hulk is stronger with Banner than without, Banner is a pretty rage filled dude) or rip a hole in Galactus's armor.

Incidentally comes with a heightened sense of smell. Not to the level of Wolverine, but still enough to make you capable of tracking someone by scent alone. Other side abilities include improved ability to see underwater, insane stamina, and reduced need to breathe. Comes with the 100 CP version of **Healing Factor** free.

Weather Witch (600 CP): You possess the ability to control and manipulate the weather. At its simplest you can use this power to fly 300 mph, shoot lightning bolts from your hands, create fog, or raise or lower the temperature and humidity in your area. Beyond these personal scale abilities you can influence weather across the entire planetary scale, create storms to cover the entire east coast of the United State, form hurricanes, and possess enough fine control to create a rainstorm in which there is a small sphere that is untouched by the rain, or to create a rain storm small enough to only water a single potted plant. This power is limited to atmospheric effects, and weather that is possible for the world you are on. This power does grant you limited protection from air friction and ability to breathe while flying at 300 mph, as well as extreme temperatures from the cold of the arctic to the heat of the tropics.

Witch (400/1000 CP): Like Witch, the version of Wanda Maximoff that joined the Exiles. Not actual magic, but a mutant power that disrupts energy. Her bolts were able to redirect Cyclops's eye beams, render weapon grade plutonium inert, block the blasts of entire groups of sentinels, and destroy robots, but she was never shown using them on humans, nor was she able to project them through plastic. Doesn't seem to work on your basic biological system or kinetic force.

For **an additional 600 CP** you possess the more common and well known version of Wanda Maximoff's power. Still not actual magic, but you now can create 'hex bolts' or 'hex spheres' which disrupts reality in a finite area within line of sight. These disruptions are mostly uncontrolled, though you can learn some amount of control over them with time, effort, and concentration. These 'hex spheres' effectively warp reality, creating improbable events and effects including such things as spontaneous combustion, rapid decay, reflection of objects in flight, the spontaneous generation of vines that attack your enemies, creating pockets of atmosphere in vacuum, and disruption of energies. This power has a special affinity for natural elements, and combines well with actual magic. Sorcerous enhancement can increase its power, scale, or allow it to overcome its range limit. It can also be used to influence the wielder's own sorcerous power allowing for unpredictable surges of power and ability.

However this power remains difficult to control, possessing a possibility of going out of control. This is especially true when you're boosting your sorcerous power, or vice versa.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

You may discount (50% off) 1 item of each of the 200, 400, and 600 CP tiers, and take a single 100 or less CP item for free. There are no discounts on items costing more than 600 CP.

Mojoverse Television (50 CP): This is a tv, in a style of your choice. It doesn't need a power source, nor does it need a connection to cable or satellite to receive broadcasts. More uniquely the tv gets the shows and broadcasts of the Mojoverse and all its countless channels.

Pies (50 CP): These are 9 pies, freshly baked, which are delivered to your warehouse - or a property of your choice - each day. They are guaranteed to be delicious.

All Natural Beach (100 CP): This is a small stretch of coastline, about a square mile in total, which attaches to your Warehouse, or inserts into the world at an appropriate place of your choice. People visiting this beach find themselves more comfortable with nudity; their own or others.

Costume (100 CP): It's not a superhero jump without giving you one of these. Probably made of unstable molecules, this costume is definitely able to adapt to your powers, not interfering with them, but instead functioning along with them. You can combine this with any powered armor you buy here to grant it these qualities.

Fake Credit Card (100 CP): Despite not actually linking to a bank this credit card is usable, at least within a limit of ten thousand dollars a month, though, while it will be taken as payment when they attempt to collect from the supposed source of credit it will become clear that there is none. In pre-modern societies works as a supply of writs of credit that will be accepted at least once.

Vibranium Bullets (100 CP): This is a set of six vibranium bullets, designed for a classic six-shooter like you would expect to see in a Western. As vibranium bullets they are non-magnetic, can disrupt certain kinetic energy fields, and punch through materials with greater ease than traditional bullets. These bullets also come with a six shooter to use them with. Each day you will find any of these bullets that have been used, or the gun if it was lost or damaged, replaced.

Adamantium Weapon (200 CP): This is a handheld, melee weapon made from adamantium. Due to its construction it is both nigh-indestructible and, if it is edged, able to penetrate and cut through nearly any mundane material. If you prefer to dual-wield, you can get a matching pair of small melee weapons; maybe you'd like spring bladed gloves like some versions of Wolverine wear.

Flight Ring (200 CP): Shi'ar technology given to members of the Imperial Guard which lack the ability to independently travel through space. When worn the wearer is able to fly at moderate speeds, while also providing life-support protecting the wearer from the dangers of space with a weak forcefield, and allows for the transmission of the wearer's thoughts telepathically to others nearby.

Force Field Shield (200 CP): This arm bracer projects a small, round force field which is usable as a shield. It is capable of withstanding the blows of extremely powerful entities, and powerful energy blasts.

Vibranium Woven Poncho (200 CP): This poncho has had vibranium integrated and woven through it, granting it a powerful ability to absorb vibration and force growing stronger as it does so. Sufficient force could cause it to explode, but it is capable of withstanding bullets and similar assaults indefinitely.

Winged Horse (200 CP): You possess one of the flying horses ridden by the valkyries of Asgard. Fearless, obedient, and loyal, this horse is rather intelligent for a horse, in addition to being stronger and faster than a mortal horse. Also its wings allow it to fly. More importantly is that due to steeds becoming quickly useless to most jumpers this horse has a special property that when you ride it it will always be significantly faster than you would be running or flying through your own power. It will always be powerful enough to survive you riding it into combat as long as it is not directly targeted.

Anti-Matter Bomb (400 CP): This is a small, approximately football sized, highly powerful explosive especially effective against beings composed of energy like Galactus. One of these is powerful enough to stop a Brood invasion by exploding it - at the right place - on a world they're building their fleet, or one of these blown up within Galactus's armor could wound a specifically non-weakened Galactus enough to make him spare a world as not worth it. You get 1 and a new each jump whenever it's used.

Cerebro (400 CP): This is a version of Cerebro where Xavier and Henry Pym worked together to upgrade it to be able to detect any individuals with superpowers. It is able to detect such individuals on a world-wide range. It requires either a telepathic individual to use it, amplifying their telepathic abilities, though it is possible to upgrade it to run fully through an AI. It does not come with an AI built in, however, but it is also not infected and controlled by Ultron.

Crystalline Containment Armor (400 CP): This crystalline containment armor provides many benefits when worn. This powered armor provides strength enough for an ordinary individual to backhand someone a city block, as well as armor that can take an average blow from Thor wielding Mjolnir, though repeated blows will tear it apart. While it lacks weapons of its own, besides armored gauntlets, it possesses focusing apparatus to increase the intensity and power of any energy blasts you already possess. Its true purpose, however, is to serve as a containment suit for an energy being. While it won't trap them, it will remove any passive drain on their energies to maintain their existence.

Macodibe Totem (400 CP): Normally you'd need a de-consecrated tomb of the High Lord Kolock to use this at, but since you're paying CP yours works a little differently. With this totem you can perform a variation of the Macodibe Enchantment on the night of the full moon. Normally this would do two things: enslave millions of those around the site of the ritual, and make you nigh-immortal requiring a hellish soul sword to kill you. Your version only does the former, turning up to millions of individuals in approximately a city-sized area around the ritual site into your will-less zombie slaves; some individuals may prove too willful to control this way. You can only perform this ritual once per jump.

Soul Sword (400 CP): The nature of the soul sword in these comics is a bit less clear than usual, but its functions are mostly the same. It is sharp enough to shave pieces off of a berserk Ben Grimm, can deflect energy beams, and as a soul sword can cut magic, and intangible entities. You are able to summon this sword to your hand with a few moments of concentration.

Telepathy Blocking Helmet (400 CP): This metal helmet covers your head, though it leaves your face exposed. The true value of it is that it works to close off your mind from telepathic contact, protecting you from telepathic assault. As you are paying CP for this it will protect your mind from all attempts at mind reading, and forced mind-to-mind contact.

Iron Armor (600 CP): Well not actually Iron, but this is a suit of powered armor similar to that used by Iron-Man, and similar power armor dressed heroes. It possesses strength and durability to take multiple average blows from Thor or the Hulk, or to trade strikes with the Thing or Colossus, though it would eventually lose such exchanges in a direct punching match. Thankfully it possesses tools to avoid such a slugfest. These include beam weapons - potentially actual repulsor beams - and the ability for supersonic flight, as well as a suite of high tech sensors.

Meditation Chamber (600 CP): This chamber, which attaches to your warehouse or another property of your choice, possesses a combination of mystical and technological tools which help to speed training within it. Training in this chamber functions at roughly double the normal speed, but that is not its true value. The mystical and technological enhancements allow a teacher to enter spiritual communion with a student and teach years of skills in mere hours. This does require the teacher to possess these skills, and the student does require to already be at a substantial level nearing what would normally be considered an expert already.

Red Klyntar (600 CP): This is a symbiote similar to the Spider's, or Cletus Kassidy's. It increases its wearer's strength, increasing an ordinary human's strength to greater than Venom and Spider-Man combined or greater than Marvelous, as well as increasing agility and reflex speed to noticeably higher than Spider-Man's. This symbiote is able to create tendrils, 'swing lines', stretch out arms in the form of elongated claws, or create various blunt or edged weapons from its form. It is able to absorb a small amount of objects into its mass, holding them inside of itself, and can use this to absorb small arms fire without damage to yourself. As a symbiote it is able to take the form of various other outfits, and naturally adapts to your powers even adopting them as part of itself helping it to match you and always serve to increase your agility, durability, and strength.

This symbiote is able to bond with a host to a level where it cannot be completely removed short of the host's death, and can even regenerate from within the host if it would be destroyed. It does possess certain weaknesses; sonic attacks can weaken it, injure it, though this is only a mild weakness, unlike that to fire and extreme heat which can quickly force it into hiding within its host or off of its host if it is not that thoroughly bonded.

You can import (powered) armor, a costume, or a symbiotic life form into this.

Tallus (600 CP; free with Crystal Palace): Powered by a piece of the M'kraan Crystal, a tallus is the device which the Exiles would use to travel between various realities. The tallus is capable of traveling across cross-time, moving between timelines within the local multiverse. This travel can sync with existing teleportation abilities to incorporate them into its interdimensional travel, and smooth the ride; even with such powers it is rather disorienting and nauseating and without them it can be particularly stomach churning. The tallus will continue to allow you to access alternate timelines in future jumps, allowing you to travel between them and ensuring that there will be similar alternate versions of the local reality in future jumps.

If you possess the Crystal Palace, the Tallus will function as a tool with which to communicate with it or receive communications from it.

An Earth (1200 CP): A copy of Marvel's Earth. It has been decimated and the vast majority of the super powered beings killed. A handful of those who live now oppose you, and a few times their number side with you. Don't expect anyone as powerful as Thor to exist on this Earth, and your side could be easily toppled by the arrival of the Exiles unless you bring something truly marvelous with you. Still this Earth will follow you along your chain in a pocket dimension, retaining modifications you make to it though at the start of a jump you can choose to reset it to its initial state if you want to experience the brief struggle of resistance once again (or if you let someone wipe out its population or something), and its population will maintain its history of celestial engineering and the mutagenic tendencies that comes with it.

Crystal Palace (2600 CP): This is a copy of the Panoptichron. Or maybe just another part of it? It's hard to say when you're talking about an infinite structure that exists outside of space and time. The Panoptichron, or Crystal Palace, is a crystalline building of infinite size; no matter how far or fast you travel you will never find an end to it. If it has an outside it's hard to say. There are portals in it that lead to infinite deserts, oceans, or potentially other environments, where the palace can be viewed from the 'outside', though these spaces seem to actually be within this structure. You can use this infinite structure to store things if you want to, but an infinite sized storage shed is far from the main use of this structure.

The Panoptichron has its name for a reason. It is able to observe the entirety of cross-time simultaneously, able to observe omniverse wide effects, or to search across it for specific elements though this active searching proceeds at a finite speed meaning you will only view large numbers of reality not infinite ones. It is able to be used to transfer individuals or objects from one reality to it or to another reality directly, or project images and words

into the minds of others across the omniverse. With its cross-time observing effects it is able to view disturbances in the flow of time, and how things ought to go, and probabilistically predict the most likely ways (or best individuals to use) to stop these disturbances.

These abilities merely scratch the surface. No one who was shown using the Panoptichron obtained proper understanding of its functions. It is, for example, able to completely erase individual realities/timelines from the omniverse, though when it did so it was through an automated process. It can be used to produce a Tallus (similar to the CP backed version above) or multiple; these Tallus use the Crystal Palace for their transportation functions, and these functions can be controlled or shut down from the Palace, which also uses the Tallus as a tracking beacon. Entities may be sealed into the walls of the Crystal Palace as a form of life support or preserve corpses, though healing factors may continue to function within it, and some individuals may be strong enough to break free. Given its existence outside of traditional space time it can probably be used as a time machine, though that risks merely fracturing time and creating additional realities. Careless manipulation of its functions can risk destabilizing the entirety of cross-time, disrupting the structure of various timelines.

The Crystal Palace will exist in a similar position outside of traditional space and time and with a similar connection to the structure of various timelines and realities in future jumps. You can import a structure, pocket dimension, or even your warehouse into this item if you desire. Because you're paying CP for this, the Crystal Palace will not absorb your consciousness if you dwell within it too long. You also will not discover that your portion of the Crystal Palace is actually somehow a version of Kang the Conqueror. There is no fiat protection against accidentally breaking time through misuse, nor is there a user manual, however.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; and the same discounts as you receive. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions a 2nd time to increase the CP that the companions gain to 1000 CPinstead. This follows the same price scheme as importing them in the first place and you can choose to import some companions with 600 CP and only pay the increased price for some without sacrificing the discounts for importing multiple companions (i.e. if you imported 3 companions and wanted to give 1 the increased CP you would only pay 150 CP, the 100 CP to import the 3 and 50 to import the 1 a second time).

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

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon character up to roughly the power of Wolverine (sans plot armor). For 100 CP you may recruit 1 canon character up to roughly the power and capabilities of one of the original Exiles (Blink, Mimic, Nocturne, Thunderbird, Magnus, and Morph). For 200 CP you may recruit 1 canon character up to the power and capabilities of King Hyperion or Reed Richards. For 300 CP you may recruit 1 canon character up to the power and capabilities of a Herald of Galactus. For 400 CP you may recruit any 1 canon character. These characters do not need to have appeared in Exiles, merely exist in the Marvel omniverse.

Fanon Companion (100+ CP): Create your own version of a Marvel character. They can be from a canon universe where there isn't confirmed to be a version of the character or not, from a new universe of your design (including one that is the same as a canon universe except for their existence), or merely a character who didn't exist yet. Maybe you'd like to create a Captain Marvel 2099, a version of Xavier who never developed mutant powers and instead went into super tech engineering, or a Sane Jim Jaspers. This costs 100 CP for a character up to roughly the powers and capabilities of Wolverine, 200 CP for one up to roughly the capabilities of one of the original Exiles, 300 CP for one up to roughly the capabilities of King Hyperion or Reed Richards, for 400 CP you may

recruit any up to the level of a Herald of Galactus, or for 600 CP for one with power up to that of the Living Tribunal.

Exiles of Your Own (200+ CP): Maybe you want to create your own team whole cloth from the Marvel universe. These can be any combination of canon, fanon, or the fanon companions listed below. For 200 CP you can get a combination of 5 companions roughly at or below Wolverine level. For 300 CP you can get a combination of 5 companions roughly at or below the level of the original Exiles. For 400 CP you can get 3 companions from the level of the original Exiles, and 2 from the level of King Hyperion or below. For 600 CP you can get 3 companions from the level of King Hyperion or below, and 2 at the level of a Herald of Galactus (or below). For 800 CP you can get 3 companions at the level of a Herald of Galactus (or below) and 2 that can reach up to the level of any being shown in Marvel comics. For 1000 CP you can get any 5 companions.

Below are some example fanon companions. Their prices are reduced due to the restriction in selecting them compared to simply making one to suit your specific desires. If you want you can swap their genders, if you'd prefer them to be the opposite gender.

Benjamin Grimm (50 CP): Hailing from a universe in which the Fantastic Four's fateful launch did not encounter cosmic rays, this Benjamin Grimm never became the Thing. This did not stop the Fantastic Four from becoming heroes, however. Despite lacking powers, he is a highly adventurer, having still survived being pulled into intergalactic wars, temporal adventures, and the like. He is a highly skilled combatant, familiar with alien technology, and of course remaining an expert pilot who has learned to quickly pick up using alien vehicles, weapons, and powered armor. At his core, he is still Benjamin Grimm. He might not have the powers, but he has the same brave heart.

Evil Eye (50 CP): The daughter of a version of Scott Summers and a version of Emma Frost. She was raised since childhood as a soldier in Xavier's crusade, though she turned supervillainess a few years ago as an act of teenage rebellion more than anything else. She has issues with her parents, and the way they tried to place the weight of the world on her shoulders, and it has left her rather resentful of authority in general.

She possesses a ruby quartz lens over one eye, helping her to control her optical blast. It's only about half as powerful as Cyclops's own, the singular eye giving her half the output. However she possesses low end telepathic abilities. While this isn't enough to do more than use telepathic machinery - such as Cerebro - or occasionally pick up a scattered thought or feeling, it can be focused through her other eye. When she does so, she can

launch a telepathic assault via eye contact. This isn't enough to control someone's thoughts, more a simple blast of telepathic white noise, but it can momentarily disorient targets, or cause them to lose concentration and focus potentially causing them to lose control of their powers and abilities.

Goblin Cat (50 CP): In this Felicia Hardy's world she was never given super powers by the Kingpin. Instead she used a stolen version of the Goblin Serum to grant herself low level superhuman strength and powers. This had the predictable end result of pushing her into insanity. As Felicia fell more and more dangerously into a jealous desire to have him all to herself. In the end, their relationship ended badly.

Spurned by her lover, Felicia decided to completely submerge herself in her growing Goblin Persona. Stealing more of Osborn's technology she acquired a goblin glider, and a supply of goblin bombs; these will be replaced after a time if lost or damaged, and her goblin bombs will resupply over time. With these new tools, and a modified, armored suit - including gloves that can release electrical discharges - she began trying to ruin Spider-Man's life until she was arrested and put into Ravencroft Asylum.

Kurt Darkholme (50 CP): A version of Nightcrawler who was actually raised by Mystique as opposed to abandoned. He found himself, along with his mother, in Magneto's Brotherhood of Evil Mutants, easily radicalized given the way that those ordinary humans who he had interacted with were prone to treating him like a demon. Eventually he would drift away from the Brotherhood, becoming a freelance assassin and infiltrator.

He retains his ordinary powers, and possesses the skills of a highly trained and experienced assassin and criminal agent. He is a borderline sociopath, heartless, and mercenary in his behavior, willing to do whatever it takes to accomplish his goals which are primarily self-serving and based on creature comforts.

Peter Parker Agent of S.H.I.E.L.D. (50 CP): From a world where Peter Parker's parents were not killed - and framed - by the Red Skull, but lived until his senior year of highschool. Returning from a certain science exhibit, he came home to the news of his parents' death. He was soon recruited by Nick Fury as a potential agent of SHIELD, a chance to follow in the footsteps of his deceased parents. Thus began a long career of spycraft and adventure, with a lifetime that has seen Nick Fury grooming him as a future potential replacement.

Without Ben's death on his conscience, or super powers, Peter has a bit less self-destructive and self-sabotaging guilt. Having spent years being trained as a SHIELD

agent has left him with a more utilitarian code of morals and ethics. It has also left him as a highly skilled marksman and infiltrator, and he still possesses his regular spider-powers.

Balor (100 CP): When the Marauders attacked the morlocks, Scott Summers was separated from the rest of X-Factor and beaten to the edge of death. It was the mutant known as Apocalypse who found him and rebuilt him. Augmented by Apocalypse's technology, Scott Summers was turned into his horseman of Death. His friends and allies would eventually help him break free of Apocalypse's brainwashing, but the scars remain, as do the modifications to his body. While the ruby nictitating-membrane like growths make it easier for him to control his optical gaze, he has been left with an inhuman blue-purple skin tone, and areas of armored skin and flesh.

His experience as the horseman of Death, has left Scott traumatized and substantially scarred. He is less emotive and more introverted than his usual counterpart, with the occasional angry outbreak or lashing out. The technology has increased his physical capabilities to low end superhuman levels, and improved his powers as well. Beyond stronger optical beams, turning his already potent optical beams into a truly terrifying force, he is able to channel weaker versions through his body, launching the beams from his hands or other parts of his body, or releasing it alongside a punch to increase its impact and force. He can even shape this concussive force into simple objects of energy. These walls, shields, or weapons are short lived. He is able to control this energy fairly well when diverting it through his body, though that might be due to its reduced potency.

Benjamin Walter Parker (100 CP): The son of his world's Peter Parker and Felicia Hardy. He inherited only a small fraction of his father's spider strength and agility, but his spider-sense was if anything more acute and powerful than Peter's own. He also inherited something of his parents' shared love of adventure and adrenaline junkie tendencies. He took to the life of a costumed hero, only to be nearly killed by one of his father's old rogues. His life was saved by bonding with the Venom symbiote. The combination awakened a dormant luck altering ability, albeit still weaker than Felicia Hardy's had been, within him.

Ben is ultimately his parents' child. He has a strong sense of responsibility, and a tendency towards guilty brooding inherited from his father, and tries to be the selfless hero he feels it is his responsibility to be. But his natural inclination is more towards adventuring for the pleasure of it, and he has a tendency to showboat or get lost in the adrenaline of the moment. The Venom symbiote only feeds these later tendencies.

Still he possesses the power of a host of the Venom symbiote, coupled with a ‘bad luck’ aura that influences quantum probability to inflict misfortune on nearby enemies, and an extremely acute spider-sense that is capable of giving minor precognitive visions.

Logan Braddock (100 CP): A version of Wolverine from a world still in the early 1900s. Logan has defended his universe’s Britain since before the beginning of the Victorian era as their version of Captain Britain. A member of the Captain Britain Corps, and an experienced spy and agent for the crown, he is a serious, cold-blooded killer, with a much stronger respect for authority than most versions of Logan Howlett.

While he does not possess adamantium laced bones, his skeleton has been coated with an alchemical alloy which while not as indestructible as adamantium is far more resilient and sharper than ordinary steel. He also possesses Wolverine’s mutant power, as well as a Captain Britain suit which can channel omniversal energies to grant him high end super strength, flight, and a force field which greatly increases his durability.

Portal (100 CP): This is a version of Illyana Rasputin who never had a connection to Limbo, and who was older than her universe’s Piotr. She was a member of the X-Men, when her younger brother was dragged off to Limbo, and well the rest is history. She was never trained in magic, nor does she possess her normal magical talent, but she does still possess a version of her stepping discs capable of creating teleportation portals, though without the connection to the timeless dimension of Limbo they cannot travel through time. She does possess the athletic fitness and acrobatics you would expect of a long term member of the X-Men, as well as expert skill in unarmed combat.

Having never been pulled into Limbo and corrupted, her personality is a lot *nicer* than her main universe counterpart. This leaves her much more idealistic, and traditionally heroic.

Golem (200 CP): This is a version of Piotr Rasputin who was younger than his sister, Illyana, and who possessed a special connection to Limbo instead of her. He was abducted by Belasco and taken to Limbo, where three fifths of his soul was corrupted before he managed to escape. Instead of changing into organic steel, he is able to take the form of organic promethium which gives him similar physical abilities as organic steel, but is a form that is able to absorb magical energy making him highly resistant to magic and allowing him to take in incoming spells to fill a reservoir of magical energy for him to use, and also serves as a powerful amplifier of his own magical power. His magical abilities are raw and without finesse, unable to even use them in his human form for lack of skill, requiring him to be in his promethium form to use magic though with proper

training he could learn to use it even in his ordinary flesh form. He is able to form and summon a soul sword.

Having been dragged into Limbo and mostly corrupted, he is rather more bitter and cynical than his usual self. This has left him much more willing to 'do what is necessary', though he fears losing himself completely to the demonic energies that taint him. He has retained his artistic temperament and talents, and still has a strong protective instinct to defend those he cares about.

Hyperia (200 CP): A woman in her late teens, she claims to be Hyperion's elder cousin who was trapped in a reality with a slower flow of time after their race of Eternals was wiped out by a catastrophe. Her powers, identical to Hyperion's own though somewhat less developed as of yet (they're getting there though), seem to support her claims.

Despite her powers, Hyperia is inexperienced. While her heart is in the right place, eager to help people and to use her powers to do good, she has a tendency to be brash and headstrong. This inexperience also leads her to have a poor estimation of her own power and capabilities compared to others, making her sometimes get in over her head.

Juggernaut (200 CP): Not Cain Marko, but Wilson Fisk. Having heard of the Crimson Gem of Cyttorak, he managed to have it acquired. Obtaining the Gem he found, to his dismay, that while it granted him great power, it amplified his aggressive tendencies to the point that he lost control and made mistakes that were unfortunately public. This culminated in the death of his wife at the hands of his universe's version of Norman Osborn, and a rampage through New York City, driven by the urge to destroy that comes with the gem and desire for revenge that saw him destroying Osborn's gang, Oscorp, and killing the Gold Goblin himself. In the aftermath, however, he found his criminal empire crumbled and lost. Since then he has sought to reclaim it, or a similar power base, by whatever means possible, and if possible find a way to resurrect his dead wife.

Despite his increased aggression, and urge to destroy, he does remain Wilson Fisk. He is a cunning, manipulative, and ambitious individual. He retains his full skills from his time as a crime boss, even if his new found rage causes him to be less cautious and more overt than originally.

Valeria Von Doom (200 CP): Daughter of Victor Von Doom and his wife Susan Storm, hereditary princess of Latveria, and the omniverse's smarter woman (self-declared). Raised to be her father's daughter, she possesses impressive technological and magical aptitude and skill, as well as experience as a political manipulator and plotting would-be

conqueror. She wears a suit of powered armor based off of Doom's designs, though with her own additions and enhancements.

Born into a world without Reed Richards, Victor Von Doom came within inches of world domination. It took the survivors of the Avengers, Defenders, and the X-Men under the command of Nick Fury to assassinate the Latverian dictator and destroy the machines he was building to conquer the world. Unfortunately their victory was pyrrhic, as they only learned too late that his - and Valeria's - final machines were not intended for the conquest of the world but to stop the coming of Galactus through the weaponization of his captured herald. When the Herald was freed, he turned berserk, killing most of the Avengers, and Valeria found herself forced to try and flee to the past, only to be left adrift in reality with no way home after the power cosmic was used to disrupt the Time Platform.

Amora Queen of Hel (300 CP): This version of Amora, better known as the Enchantress, took the spirit of the Executioner up on his offer to sacrifice herself to save her sister and enter Valhalla. Unfortunately, despite this action, Amora's ambition was not extinguished. Her actions would eventually get her cast out of Valhalla and into Hel, where she eventually usurped the throne from Hela.

As the Queen of Hel, Amora found her powers increased. Her physical powers increased to the point where she can go toe to toe with Thor himself, though he will eventually overpower her especially if he stops holding back. Similarly her magic has become far more potent, and she has obtained Hela's power over life and death, able to kill with nothing but a touch to the bare skin of an individual (she can be wearing a glove), to cause others to age and decay, or even curse an individual with the simultaneous combination of being unable to die and excess fragility and inability to heal.

Li'l Galactus the Devourer of Playgrounds (300 CP): A version of Galactus that is seemingly a preschool child, and only about the size of the Hulk. Coming from a light-hearted universe, close to what you would expect to see from a show for preschool children, Li'l Galactus seems to play the role of the spoiled brat. He does not need to consume worlds, instead he just has an absolutely massive appetite and a tendency to consume structures, strip the land of plants, and eat anything that will fit in his mouth. Still, while he is a spoiled brat and a villain, he is from a preschool show, and he will usually listen to adults and authorities, and lacks any actual malice.

Li'l Galactus is not as powerful as his ordinary counterpart, being closer in power to one of his ordinary counterpart's heralds. He does possess a few noteworthy characteristics:

he is still able to empower heralds, though their powers are a small fraction of ordinary heralds; he has a World Ship, though it is actually closer to a city in size and it will come with him (along with the machinery to consume playgrounds); and he possesses what would be best described as the toon force, able to apply cartoon physics to reality when interacting with it.

Orion Pax (300 CP): When the World Eater, Galactus, arrived at his world, a young porter found himself stepping up to save his world, daring to approach the Devourer of Worlds himself. He was able to sell his service as a herald to the Great Devourer in exchange for sparing Cybertron. After decades in service to his new master, he found a planet called Earth that was being invaded by his native people, and learned that a totalitarian dictator had taken control of his world and purged its people of any but the most warlike individuals. His heart was stirred by the people of Earth, and seeing how far his world had descended, he managed to redirect Galactus to Cybertron destroying the war potential of his people and killing their dictatorial master. Disgusted by himself, he has since rebelled against his master.

Orion Pax possesses a strong sense of morality, duty, and justice. In addition to his powers as a former herald of Devourer of Worlds, he is a robotic lifeform that stands about 35 ft tall, possessing advanced alien technology incorporated into his design, a weapon empowered by the power cosmic similar to Terrax's ax, and is able to transform into a hovercraft, approximately the size of a 16 wheeler to more easily carry people with him through hyperspace.

Thunderstorm (300 CP): The youthful daughter of Thor and Storm, and princess of Asgard. She has inherited her father's hammer Mjolnir, inhabited by the ghost of her father who serves to advise her and guide her; at least she says so, the ghost doesn't seem to want to talk to anyone else. She has also inherited the greater portion of her father's power, her mortal mother allowing her to retain her full strength on Midgard similar to how Thor unlike the other Asgardians does so due to Gaia being his mother. Her control over the weather is also impressive, combining elements of Storm's and Thor's own.

She was born into what would become a bad future, where Loki managed to kill her parents, and still as a small child she was taken to Midgard and hidden there. Loki would proceed to all but conquer the Earth, forcing her to fight against his reign as she grew to adulthood. Finally managing to return to Asgard she was able to use it to travel back in time with the assistance of the Sorcerer Supreme Dr. Druid. She would manage to stop Loki, averting her original future, but also her own birth, leaving her stranded in an altered past.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity Toggle (Toggle): Been to the Marvel omniverse before? The events of your prior Marvel jumps can be imported as realities in the Marvel omniverse. This is the comic about traveling across cross-time and the many realities of the Marvel omniverse, so it's fairly easy for the events to exist somewhere in it.

Stay Length (Toggle): By default you will be staying from the events of Exiles #1 till the events of Exiles #100 (or maybe New Exiles #23). If you'd prefer you could stay 10 years whatever that means in the Marvel multiverse (from Exiles #1 till 10 years after its print date? Some weird sliding timeline thing?). How long has Franklin Richards been a child again?

An Unwritten Rule (+100 CP): You will find yourself often encountering super teams that are unfamiliar with you; presumably because you're traveling between different versions of reality, but if you manage to settle down they will come to you. Whether your goals are the same or otherwise, somehow you'll rarely be able to figure it out without a slug out brawl first.

Distinctive Appearance (+100 CP): You possess some form of distinctly non-human trait, easily visible to others, which follows you in shapeshifting. Perhaps your flesh is an inhuman white or purple with facial markings, maybe you have blue fur covering your body, or you've been modified into a towering semi-human life form unable to touch a flower without destroying it. Whatever your quality it will stick with you in whatever form you enter, making disguise hard, and appearing to be an ordinary human impossible.

Faulty Speech Bubbles (+100 CP): Something seems to be wrong with you or the world, but sometimes you'll just find that your ability to understand communications, verbal, written, or even telepathic ones, just simply stops for a short period. It might only be a few seconds at a time, but it's frequent enough to get annoying and when you really need to hear what someone is saying now could be dangerous.

Killed All the Superheroes on My World (+100 CP; incompatible with being a Drop-In): On your home reality you killed all the superheroes in it. Maybe you were justified. Maybe you weren't. But you did it. And now you won't shut up about it, eager to brag about it at every opportunity, especially to superheroes, and doubly so to superheroes you are attempting to work with.

Sack of Overactive Hormones (+100 CP): You find that your libido has been turned up to 11, making you vulnerable to appeals to lust, and find yourself aching for carnal experiences. Unfortunately you will also find that somehow or another you will find yourself unable to find partners for release except on very rare occasions during your time here.

Time to Fight the Thing Again (+100 CP): For some reason or another you keep finding yourself in fights with the Thing from various different realities. He's not necessarily out to kill - though some likely will be - unless you give him a good reason to be, but time and time again you will somehow find yourself on the opposing side to Ben Grimm and he'll get at least one good punch in some of these times.

We Want You Back on the Air (+100 CP): Mojo wants you back on the air in the Mojo-verse as his actor. Oh, letting him film your exploits won't be enough, he will want absolute executive control, with you as his personal actor to dance to his every whim. Somehow no matter what you do Mojo, Spiral, and Mojoverse will always come back to try and abduct you.

Unstuck From Time (+100 CP/+200 CP): Time has changed so that you as you are never came into being; you will need to fix various worlds so that time's metastructure is changed to fix this. This will not put you up against the Timebreakers, just mean they're honest about things in your case, and even after/if they're removed from the equation Jump-chan will guide you much like they did.

For **an additional 100 CP** you're stuck on a team like Weapon X. Your missions are more dangerous and often much more morally repugnant requiring you to help people you'd rather kill, or kill people you like.

Destiny (+200 CP): When you're moving from reality to reality you usually have the advantage of anonymity… unless a precog is involved. You will find that your enemies (whoever they would be) are more likely to have precogs now, and that any immunity or resistance you have to precognition will fail you. Not all enemies will have precogs, and Marvel precogs are rarely if ever perfect, but you can expect it to be not infrequent that you have to deal with people who have been tipped off as to your coming, intents, and abilities.

Dismounted (+200 CP, requires Distinctive Appearance, incompatible with Drop-In): You were a former horseman of Apocalypse, your body changed by him, and your mind battered by his brainwashing and the trauma of the experience. This has left you with anger management issues, symptoms of post traumatic stress disorder, as well as

body image issues due to how your distinctive appearance is part of how he changed you. Expect to feel a lot of self-hate and angst.

Gamma Sickness (+200 CP): Gamma radiation is your kryptonite, I mean argonite. The presence of gamma radiation not only weakens and negates your powers, but it will reduce you to throwing up, too ill to stand, and can eventually kill you. Alternatively you can be vulnerable to metal. Your powers will be unable to affect metal, and the touch of metal will weaken and negate your powers, and leave you sickened before eventually killing you.

Metaknowledge (+200 CP): Oh, don't worry, your out of jump knowledge isn't going to be gone. Instead everything is just different enough that any time you try to rely on your knowledge of events either from out of jump knowledge or how things went in your in-jump memories of another timeline, it will bite you in the ass and be worse than useless. Hopefully you'll learn not to rely on it too much, but it's hard not to at least subconsciously act on such things. And before you try to out guess things by assuming the opposite of your out of local context knowledge, anything drawing on your metaknowledge even by going 'we should do the opposite' will bite you in the ass at least a little. It might not be too much, but you'll have to learn to gather intel properly in the current universe.

Viral Vi-Locks (+200 CP): Vi-Locks would normally have been limited to 1 world, and a cure could be found. Now you'll find these techno-organic 'vampires' developing on any world you stay too long in and sometimes just any world you arrive in and the same cure won't work on 2 outbreaks. These vi-locks retain their super powers, but possess abilities derived from the techno-organic virus of the phalanx and technarchs.

Wiped (+200 CP/+300 CP): You, and your companions and followers, have had your memories completely wiped. You may recover your in-jump memories with time, but you will not recover your out of jump memories until the end of the jump.

For **an additional 100 CP** you've had your memories not merely wiped but altered; your purposes in this jump will not be your own, and instead you will be serving interests wildly different from what you would choose of your own free will, your memories and sense of self completely altered and replaced for the time. You can potentially eventually break free of these altered memories, but it will take years at least.

Don't worry either way you will get your original memories back at the end of the jump.

Brooding (+300 CP): You've been implanted with a brood egg. You and your companions will forget you took this drawback. Your companions will not know. Scans and means to detect it will fail. At some point during the jump it will take over your body, turning you into a larval brood with all of your capabilities, able to use all of your items, and with your powers actually improved over their norm. It will be up to your companions to cure you and revert you to normal before the brood has fully established itself - your own immunities and resistances to such things will already belong to the brood not you and actively work against them. If they fail you will be completely subsumed by the brood within an hour or less depending upon your own abilities, and from there either your chain is over, or worse.

Reality Cascade (+300 CP): You find yourself beginning to cycle through alternate versions of your self. Each of these versions of yourself will only possess your build from a single jump, either a past jump, this jump, or alternate builds for this jump. You seem to change from these versions of yourself at random, with no control or choice in the matter.

Uncreative (+300 CP): You really sort of suck at using your powers. Got the power to mimic any 5 power sets at half-power? You'll use the same 5 continuously, not bothering to copy your allies' superior powers, or to copy enemies which might have vastly greater powers. Got the power to warp reality however you wish limited only by imagination? You'll turn people into still living human pretzels, and punch real hard, or maybe just start mass producing inferior replicas of yourself. You'll even seem to sort of forget your own powers - sure you've got a copy of Beast's agility but you'll never once bother to use agility above mere non-powered heroes -the more so the more powerful you are.

Without the Number of the Beast (+300 CP): So all things considered death isn't too common for characters. Plot armor is a major thing. But see you're not from the main universe. You aren't part of the main story. You're from what amounts to a 'What if?' story writ large. This means you can die. All those genre rules that say there's not massive loss of life or damage to the world from superpowered fights? It's gone. And it's especially gone for you. You can expect the fights and situations around you to be more dangerous than ever, and that any plot armor or luck to keep you alive or not be collateral is gone.

Outro:

So you've failed your chain, or survived the decade. Either way you have reached the end of your jump and the final decision which comes at its end.

Completed Your Mission: Did you somehow succeed in entertaining your Benefactor, or maybe bored them? Or if you failed your chain this is admittedly the only option. Return home, your chain is over, though you keep what you gained from it.

Dweller of the Crystal Palace: Or maybe you've grown to love this omniverse, and would like to remain here exploring and possibly protecting it. In that case stay here and remain in this world as your chain ends, though again you keep what you have gained.

It's That Time: Or finally you can continue on your chain, moving on to the next world and the next adventure.

Notes:

Jump by Fafnir's Foe

To be clear you get 2 free 100 (or 50) CP items, 2 200 and 400 CP perk discounts, 1 600 CP perk discount, 1 free 100 (or 50) CP item, 1 200, 400, and 600 CP item discounts, and 1 discount on ANY power. The discounts listed in each individual section are not cumulative with these, merely a reminder for ease of reference in individual sections.

I am not sure why Mimic with Northstar's powers couldn't fly. Maybe it had to do with the atomic motion of his living metal form being somehow more 'fixed' and therefore unable to be directed? Eventually he could without it being commented on despite it having been an oft-repeated limitation beforehand.

I tried to include every Exile from Volume 1's powers. As well as most of Weapon X. New Exiles I gave up on Sage because having read it… I have no idea what her power was supposed to be. Something about intelligence, but she didn't actually come off as particularly bright. Some form of telepathy but outside of one line that implied she could influence minds, all it ever did was just flood her by letting her hear, uncontrollably, the thoughts of others. Valeria Richards was only an Exile in the sort of epilogue of New Exiles. Beast was an Exile in Vol 2, but besides being stated as having greater strength than normal Beast his power set was unclear. By volume 3 I had given up, since characters were not actually demonstrating power sets well (and hadn't been since at least when Claremont took over in Vol 1) while also being characters whose power set I had less familiarity with. Valkyrie has a few statements of being 'as strong as Thor' but no showings of it, or really anything (she survives Kang's blast… but is more damaged by it than Iron-Lad or Wolvie was and his blasts all failed to do anything), she's shown fighting a version of Surtur… who is not shown doing anything. She actually seems closer to Brunnhilde (Marvel's old Valkyrie), or Power Princess, and overlaps with Utopian too much. Li'l Wolvie was the best character, and I feel probably had some toon force power of some sort, but I couldn't tell it from the comics, the wiki just listed odors being able to cross from water to air as being a break in physics; Kang the Time Eater couldn't kill him, and commented on it, but Kang the Time Eater absolutely failed at killing anyone so it's pretty meaningless. Khan theoretically has Kamala Khan's powers, but as I'm not familiar with Ms. Marvel and all she shows is she can make her hand big, ear big, and wears a suicide bomber vest which she uses to kill herself… Yeah I got pretty much nothing from Vol 3 at least for perks and powers (items I grabbed a few). The one-off Exiles team from Days of Then and Now managed to show almost as much if not more powers.

Due to the variety of characters involved I had to resort to Official Handbooks for many of them. Unfortunately these handbooks do not always represent the actual comics. I could have put Sage's powers in from the handbook… but seriously she didn't show them in 24 issues other than low level telepathy, so I included low level telepathy.

Bigfoot vs One Man X-Team: While weaker than the norm for a gamma mutate including most versions of Sasquatch, Bigfoot still makes you stronger than ½ power Colossus, about as durable, with a somewhat reduced healing factor, and somewhat better senses. You're also more agile in Sasquatch form than One Man X-Team leaves you in Colossus form. Without including the Angel wings or Cyclops eye blasts and with equal combat skill it'd probably be a pretty even fight between the two.

Butterfly is like the weirdest telekinesis I've seen in comic books. The statement about difficulty with things as small as dimes actually comes from the (non-Exile) issue where Nocturne joins Excalibur, but it is in this time period. Psylocke specifically does not have telepathy at this point, and does state she's using telekinesis (and not some other power) to turn invisible at one point… before never turning invisible again. I have no idea why her telekinetic weapons produced some sort of shock feedback instead of bludgeoning or cutting people other than that creating psychic weapons was Betsy Braddock's **thing** that differentiated her from other telepaths and was iconic about her.

Butterfly vs Invisible Force: So… For some reason Claremont decided to just define Invisible Woman's power as Telekinesis, and to let Psylocke turn invisible. Given Claremont wrote an excellent run of Fantastic Four, and came close to defining Telekinesis in the Marvel universe I guess it works. Still going off demonstrated differences Invisible Force seemed to have more raw power to their use, while Butterfly seemed to have more utility (flight/levitation instead of riding on a force field, increasing strength, manipulating objects, turning invisible). Invisibility was an upgrade to Invisible Force because Madame Hydra Sue was important enough it had to be included even if the Exile with the power never used that aspect.

How durable/powerful does Furious make you? Hard to say. It adapted to damage and became immune to it, like Doomsday but a decade earlier, survived the destruction of an entire universe - though that was beyond its ability to recover from and left it permanently weakened. The original was destroyed by a member of the Captain Britain Corps after it was weakened by being in a destroyed universe, traveling worlds out of there, fighting a stronger version of its maker, being knocked with him into the void, and then killing him there leaving it critically damaged. It was recreated by the events of House of M though the version in this comic appears weaker than even the damaged

version. It was also merged with Mad Jim Jaspers which might have been part of the reason for that, and was specifically still in the process of reconstructing itself throughout the battle which left it vulnerable to being stuffed full of all the energy bolts in Blink's quiver and blown up… Blink never had a 'quiver' before, and her teleportation energy had never blown things up before… so as much as I love Claremont as a comic author, I have to say it was beaten by bad writing in its return.

How big of a meteor was King Hyperion unable to deal with? Completely unclear. Of course the Earth's taken 12-16 mile meteors before and not even had extinction events, this was able to take a visible hunk out of the Earth from orbit and make it no longer round, and do it with just velocity derived from acceleration due to the Earth so… it doesn't really make sense.

Mad Jim Jumper gives you Mad Jim Jasper's powers. How strong were they? Well MJJ of Earth 283 managed to create the Fury, and force his universe to be destroyed as a means of dealing with him. MJJ of 616 was supposed to be stronger and able to warp more than just his current universe at a time, but his powers never fully developed, and when he returned he was unstably merged with the Fury. Still he was theoretically a reality warper with omniversal reach and no real limits other than that he was completely mad, and in the running for the strongest reality warper ever in Marvel comics. The closest other reality warper I can think of was Wanda Maximoff when empowered by the Life Force allowing her to create House of M which, like MJJ's entire reality manipulations, created shockwaves that threatened omniversal stability.

Mimic could mimic a Jean turned Dark Phoenix's ability to draw on the life energy that fuels Phoenix but didn't even consider mimicking Galactus, or even King Hyperion, and even while mimicking Phoenix was unable to draw on the energy if she turned off the tap so to speak which coupled with his own dialogue he seemed to not be copying the Phoenix Force but Jean's power to tap into it. So there are limits to what it can mimic, but what they are is vague. Similarly exactly what '½ power' means is unclear. For example he seemed to have about 50 tons strength level (in that he was weaker than characters above it and stronger than ones below it) which is ½ of Colossus's strength level… but despite the use of the word tons for some reason the strength level isn't a linear scale merely 'who is stronger than who' and measured in feats 100 tons level is a lot more than twice 50 tons level… It's possible he was half of a more Claremont era 75 tons level Colossus but… only clear thing is that they're significantly reduced and often lack certain secondary benefits.

Mutant X makes you a reality warper. The limits to what you can do with this are vague. He's twisted people's perceptions to make them shoot each other, animated everything in a house as living monsters to attack people, put up 'temporal smokescreens' to prevent him being viewed from things watching outside of spacetime, use his powers to have a sense of some sort for what is in the area. He can twist a skyscraper with ease - despite the metal presumably in it - but Wolverine's bones or Colossus gave him immense trouble, and even Mimic's weaker version of Colossus's power required him to distract Mimic and take time to warp.

Nocturne defined her power's limit as a lunar day or lunar cycle like she didn't know which, and also said around 12 hours. As a lunar day can either be how long it takes for a day to pass on the moon (or about a month) or how long it takes between moon rises (24 hours and 50 minutes) I had to guess it meant ½ the latter. Later it was presented as she could only possess 1 person per lunar day (not sure if that's a month or 24 hours and 50 minutes), but she'd tried to possess Havoc twice in one day in an earlier comic by the same writer and I guess the first didn't count because it fizzled? She'd also tried two in another story and had the first completely no selled by tech… In the end I went with a 1/lunar day limit to make the power be able to be cheaper.

Solar Fire is based on Sunfire's powers, with elements drawn from the handbook describing the 616 version of Sunfire, and able to be bought at Human Torch levels because… he shows up the least of the Fantastic Four (who did have a tendency to show up) and is pretty much Sunfire plus. Strangely the handbooks list the same temperature maximum for both of them (though iirc Johnny has had on page higher temperatures listed).

I included the option to buy Peter Parker's powers because Spider (the Peter Parker with a red symbiote who acted like Carnage) was implied to have them.

Umbral Feline ended up costing so much because… it's sort of the most busted version of Kitty Pryde's powers I've seen and Kitty Pryde is busted.

Witch's power was defined as not magic but similar to it in issue 1, which is similar to the 616 Wanda's, but when she self-defined it it was as 'disrupting energy' and her bolts (never called hex bolts) were shown to… well I think listed every feat both versions of Wanda that showed in Exiles Vol 2 performed. This is why I gave the 2 levels, with the higher level based on the handbook description. I sort of had to guess what it really was, though, because as the handbook said how it combines with her magic makes its power occasionally spike wildly.

When trying to figure out what this version of the Soul Sword/Magik could do I mostly ignored the first 5 issues she was introduced in as written by a guest writer (who later would become the regular writer but whose issues stood out as everything being off enough to make me check who wrote them), in part because in one issue it could cut an entire plane, and Power Man, and in the next it couldn't cut Angel's hand bracer.

Iron Armor is your basic Iron Man suit. Or maybe Iron Lad. Or the Spitfire armor.

Red Klyntar was based largely on 2000s symbiotes, and the handbook. Spider seemed to have a Carnage type symbiote. The reason nothing King in Black related was mentioned is because it was retcons and new powers that didn't apply in these stories.

The OC companions exist because… it's nice to have some starters when you don't want to take Canon Companions, but don't just want to make someone whole cloth just to fit your jumper. Plus it was *Exiles*, it's about exploring possibilities in the Marvel omniverse, and has fanfic-y characters like Nightcrawler's daughter with the Scarlet Witch, Peter Parker who acts like Kletus Cassidy, Sue Storm as Madam Hydra, and Gambit who is Sue Storm's child with Namor.

I tried to touch on various corners of the Marvel universe with the fanfic-y characters. You can probably tell I'm not really familiar with certain aspects, and ended up going to the Fantastic Four/Galactus (they showed up a fair bit in the series), Thor (he's my favorite), and Spider-Man (I grew up with Spider-Man) more than I should have, and less of the X-Men side of the works than I should have. I tried to include a mix of heroes and villains.

Benjamin Grimm is obviously just 'powerless Ben Grimm because I needed a badass normal idea.'

Evil Eye is just me going 'what would be a potential X-Kid'.

Goblin Cat was a last moment addition because I thought people would like a Yandere Waifu, and given Felicia Hardy was rather yandere in her 2 early appearances (which were thankfully mostly ignored later on) she seemed to fit.

Kurt Darkholme is the requisite randomly evil hero.

Peter Parker Agent of SHIELD was because I don't know enough about Nick Fury and wanted a SHIELD agent and it felt fun to refer back to Peter's parents.

Balor came about because I wanted a variant Horseman (like how Thunderbird was War), had a 100 CP slot that needed to be filled, and even teek only Jean would probably end

up too strong when upgraded as a horseman, and for some reason my mind went to X-Factor because Angel became Archangel in X-Factor.

Benjamin Walter Parker was introduced because children of non-canon pairings were a requirement and it was the first one I thought of even if I do not think Peter and Felicia would ever make a good, stable relationship but… somewhere in the omniverse they're probably just different enough to make it work.

Logan Braddock is because Wolverine had to show up, and so did Captain Britain. And I didn't know of a Captain Britain Wolverine, and Wolverine's been everyone else.

Portal and Golem were put in because Illyana and Piotr Rasputin are my favorite New Mutant and 80s X-Men respectively. They're 2 of my favorite mutants in general, and the Illyana who showed up in *Exiles* was mostly badly done.

Hyperia is because an equivalent of a DC character had to be included. And Supergirl is a personal favorite, and I don't know many DC characters in any in depth way to try and figure out what a Marvel version would be like.

Juggernaut Wilson Fisk is because I wanted to put in a non-Cain Marko Juggernaut, and Kingpin was the first person I thought of that might be interesting.

Valeria Von Doom is because I enjoyed Valeria's original appearance, I love Doctor Doom (he remains one of Marvel's greatest superheroes), and wanted to give you a genius with powered armor.

Amora Queen of Hel is because I enjoy the Enchantress, and I thought of Amora-Hela as an idea.

Li'l Galactus came about because I liked Li'l Wolverine. And Hello Cthulhu/Muppet Baby version of Galactus amused me.

Orion Pax is me referencing one of the elements of what is apparently called the Megaverse, but the parts of the Marvel omniverse which aren't allowed to be referenced in official stuff because they no longer have the license. And because Unicron is Galactus, right?

Thunderstorm… There is a canon Thunderstorm that's the daughter of Thor and Storm. She shows in 1 image in Exiles Vol 3. There's no other information I am aware of about her other than that she was originally intended to be on the team instead of Valkyrie but Valkyrie was popular in Thor Ragnarok. So I took elements of Rachel Summers and Magni Son of Thor (and Amora) and used them to make a Thunderstorm backstory.

Strength Perks by Marvel Official Power Ratings (reminder tons here does not mean tons, it is instead a comparative rating, many of the ‘100 tons’ characters have feats in the thousands to tens of thousands of tons, and Peter Parker 616 (admittedly regularly shown to outpace other versions of himself with identical powers) semi-regularly lifts 30+ tons and occasionally 100+.

Veteran = 2/Peak Human

Spider-Powers = 4/ ‘10 tons’

Morphic = 4/ ‘20 tons’

Marvelous = 4/ ???. Carol’s powers vary a lot, peak is probably Al Elwing’s Ultimates run, but according to the 2004 Marvel Handbook on the Avengers her Strength rating was 4, and it stated it was unknown if she’d regained her 7th Sense with her other powers. Ms Marvel vol 2 didn’t have it showing up, and it didn’t show up in the Exiles so it’s not showing up here, but Marvelous should be approximately as strong as Morphic in raw strength.

Red Klyntar = 4/ ‘50 tons’ Going off of Carnage’s stated strength in the 2004 handbook (which is during the original run of Exiles and current to when it was introduced). Which is odd since Strength level 4 is supposed to cap at 25 tons.

Bigfoot = 5/ ‘70 tons’

Visionary = 4/ 75 tons at full density. I guess this means that at minimum he’s roughly in the Spider-Man to Warbird (Carol Danvers 2004 codename) range, and is close to Bigfoot at max density.

Iron-Armor = 6/ ‘100 tons’.

Living Steel = 6/ ‘100 tons’. Colossus is officially listed

Imperious = 6/ ‘100 tons’. Though it’s worth noting that Namor’s power fluctuates with hydration. Underwater he can threaten base hulk, but if he starts to dry out he will become weaker than others in this level.

Gamma Mutate = 6/100. She-Hulk was only Strength level 6 at this point. She got easily manhandled by Hyperion, and was considered weaker than Banner, but she’s always been rather the top of the 2nd tier of strength.

War = n/a, wiki didn't list things from the data books for this version of Thunderbird, still going from feats and perk's intent as written would be 7/100+.

King on High = 7/100+. His exact strength in the category is unclear, he's stronger than a normal Hyperion who is 6/100, but oddly typically close to Thor and exchanging blows with 100+ ranked individuals, and seems likely to be stronger than Thunderbird as War.

Fury = 7/100+. In the same basic class as King Hyperion.

If you can't tell, I liked the book for most of its run, though Claremont's was… Claremont is a writer I quite like, but his run on *Exiles* was bad, and Volume 3 was… very post new Secret Wars.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed Tallus after I dummied out the Panoptichron as a purchasable option.

Version 1.0.2: Tweaked a miswording on Heralded.

Version 1.0.3: Some wording clean-up (accidentally said a 600 CP Item twice in the initial description of discounts, had an artifact from when you were going to be able to use Perk discounts on Powers which got removed). Un-dummied out the Panoptichron as a purchasable option. Added a 400 CP Cerebro since a version of Cerebro showed up in 3 different stories (including being the crux of one whole world). Made it so you can pay to import a companion a 2nd time to give them 1000 CP instead of 600.