Marvel Britain: MI:13, Captain Britain & Peter Wisdom Jumpchain

Welcome to the weird and wacky world of Marvel Britain, it is going to be where you spend the next 10 years. For a small island nation, Britain has more than its share of weird. Weird that does not entirely come from its open connection to the collective unconscious of the British. A land called Avalon or the Otherworld, that has seemingly endless doors leading to other realms, parallel realities, and is potentially the source of all magic in the world (Although probably not).

In your time here you will definitely be faced with stolen babies, fairy invasions, the dragon Ddraig turning human and losing his memories, the giants put to sleep under British hills waking up, and the invasion of parallel reality Jack the Rippers along with a 'Martian' invasion a la H.G. Wells. Just when you think things might be cooling down, I hope you are ready for the Skrull invasion, the invasion of a Duke of Hell, and a Vampire Invasion by Dracula himself.

I hope you are prepared to be faced with the full force of British wackiness, that stiff upper lip will be needed at the end of the day. **+1000CP**

Origins: Any origin can be a drop-in

You may choose your age and sex as you wish.

Spy: A history of espionage and secrecy is behind you, you are known within the spy community of Britain and may be a member of MI:5, MI:6, or MI:13 as you wish.

Superhero: While not well known you have a history as a hero in Britain, you are known within a small community but don't have more than citywide name recognition. You would be known to one of Britain's more well-known heroes such as Captain Midlands or Captain Britain.

Doctor: You are intelligent, you have a professional degree in medicine and are intelligent enough to perform surgery under stressful conditions without making any mistakes. You're intelligent enough to at least generally follow along with what someone like Tony Stark or Reed Richards says without being completely lost.

Experiment: You have been experimented on and are somehow connected to the espionage community of Great Britain. Regardless of whether you were willing or not, you are now on the radar of the players of this Island.

Due to the general similarity of the story being told here all origins choose from the same perk list.

Races:

Fairy (0 CP): You are a fairy of Avalon, a magical being who is able to grow to the size of a human, looking ordinary but for your pointed ears. You may also shrink down to being a few inches tall at will, while growing dragonfly style wings to allow you to fly.

Human (0 CP): Standard comic book human, you're nothing special and with some training able to match feats that would take experts among normal human's decades of training to achieve.

Skrull (100 CP): An alien shapeshifting race, able to take the form of anything living or non-living as long as it is no smaller than 0.75 of its normal mass and up to 1.25 times as big, along with being a solid or liquid. If you would like while you're here you could be a member of the Skrull Beatles, or another artist maybe Skrull David Bowie or someone else is more up your alley.

Dhampire (100 CP): As a Dhampire you have all of the benefits of a vampire and none of the weaknesses, albeit you have a weakness to red sunlight that can slowly burn away your skin on exposure. Dhampire's like you have superhuman strength enough to lift about 1 ton, superhumanly acute senses with your sense of smell being especially enhanced, enhanced speed that lets you move faster than a human appearing as a blur to the human eye over short distances, superhuman agility, stamina, durability. You also have a healing factor that lets you heal cuts, and wounds in minutes, almost on par with wolverine albeit limited in being unable to regenerate lost limbs or organs. You would also find that you have a prolonged lifespan, enough that at age 93 you would look to simply be in your late 20's early 30's, and an immunity to standard vampire vulnerabilities. Except for needing to drink blood or a special serum you now know the recipe for.

Locations:

Jolly Old London- You appear in jolly old England somewhere in London. You can appear anywhere you would like, from MI: 13 headquarters to any other location, permission to appear there being contingent on which backgrounds you pick.

Perks- All origins get 1 100 cp item & perk for free, and a discount on a 200, 400, and 600 cp item and perk.

MI: 13 Spy Training (100 cp): The spy, master of espionage, walker of the ways of the night, you are a veteran spy, able to tail, read people, understand a crime scene, infiltrate, seduce, eavesdrop, code break. Along with being a conventionally excellent hand to hand combatant. Anything a spy should be able to do in those arenas, you are at a similar level as a veteran of the craft from earth 616.

Sharpshooter (100 cp): You are a great sharpshooter, able to use a gatling gun and snipe hundreds of enemies out of midair with a single bullet per person. You are even more accurate if given time to aim properly. You are a sniper who could give any comic-book marksman a run for his money, and you have won every sniper duel you have ever been a part of.

Master Swords(wo)man (100 cp): You are a master of the blade. A master of using swords in combat, able to take on nearly any foe including immortal fae entities with centuries of experience and win on a pure level of skill. You are also a masterful teacher of the blade, able to convey this knowledge to others quickly and efficiently making master sword fighters out of someone who has never picked up a blade with only a few months of training. Bringing them to the level where with about half a year of training you could meet and potentially out skill Dracula in a swordfight.

Doctor (100 cp): You are a fully trained and extremely knowledgeable MD, a full physician, licensed and recognized by all established medical organizations. You have the full skillset of a master trauma surgeon, able to work in an ER, or Ambulance and save people that only the very best could. If nothing else this skill and licensing would ensure that you have a job no matter where you end up. This skill updates in future settings to give you the comparable knowledge and skill to a

master trauma surgeon for the setting, and your skill will be recognized in an official legal sense no matter what jurisdiction you find yourself in.

Skeletons in the Closet (200 cp): You know where the skeletons are buried, and if you don't know you can figure it out. You can dig up dirt on essentially anyone as long as the dirt actually exists you would find that you could find the information that can be used to blackmail international intelligence organizations. MI5 and MI6 would be twisted around your pinky if you just take the time to dig.

My mission guides me (200 cp): You know your mission; you know who you are and you know your purpose. Your depth of self-knowledge allows you the ability to see through illusions, you still see them but they become 'faded' and you can easily focus through them and work in the real world as if there is no illusion at all. It takes mental effort but you could focus through illusions to allow you to work as if they don't exist for at least a few hours. Hopefully long enough for you to do something to stop whatever produces the visions.

We felt it in our breast (200 cp): The way you walk, the way you talk, the innate charisma you possess that envelopes you in a shroud allows you to inspire people to follow you and bring them to greater heights. You are great at inspiring the people around you. In the same vein as Captain Midlands or Captain Britain you could inspire average Londoners to fight at your side and repel invasions of aliens. With you the people will come together to fight off anything from Skrulls to a Martian invasion from a parallel reality. You know how to inspire others to follow your lead, and you lead well.

Paper Pusher (200 cp): You have a knack and a skill for working in a bureaucracy. You do your work perfectly efficiently and as you are supposed to. This works to support your growth in any sort of bureaucracy, it also allows you to read how people interact with bureaucracy. You could potentially use the knowledge of how systems work to finger spies that would otherwise be perfectly hidden.

Cutting the Red Tape (400 cp): Run an efficient bureaucracy, perfect marriage of enough workers without stupid overlap and bureaucracy. When you are in charge you cut the red tape, you are able to create systems and bureaucracies that operate without redundancies and allow every worker to work to their full ability. With this amount of skill you could build up the bureaucratic arm of a spy organization from

non-existent to country spanning and able to counteract against alien and/or supernatural invasions within a year or two.

Interrogation Galore (400 cp): An instinct for just the right ways to interrogate someone and have them break. You don't need to resort to knives and torture, everything from discussions to mental manipulations and beyond are things you are master of. If you do resort to blades and beyond you quickly demonstrate that you are the Mozart of pain. Regardless of what methods you use you have a 6th sense for knowing whether the subject of your interrogation is telling the truth or not. However you choose to go about it, you are a master of getting true confessions out of people.

Stiff Upper Lip (400 cp): Your willpower and composure has been greatly improved. If once something would have broken a limb or made you cry, now you can bear it without a twitch. Not just an ability to bear physical trauma but emotional as well, you are able to bear the increase in trauma of war or long life. You could live for centuries with your loved ones dying, able to bear it and move on, you could fight through a war without suffering from PTSD. This willpower is also enough to protect you from mind control, nothing can tear control of your mind or body away from you. As a vampire you could casually ignore Dracula's direct attempts to suborn and control you.

10 Steps Ahead (600 cp): An amazing tactician, and strategist, the Einstein of tactics, planning and subterfuge. You are able to plan steps ahead of master tacticians and strategists, and better than others you can pivot and react to other's plans in the perfect way to cripple them. You could out plan genius military strategists with centuries of experience and draw them perfectly into a trap using fake outs, and double/triple/quadruple bluffs. This is the skill that allowed Pete Wisdom with a man in his 30's with only a few days to react to play Dracula and the invasion he had been planning for close to decade, like a fiddle.

Mental Walls (600 cp): Iron, concrete, or whatever you wish you have built walls around your mind, allowing you to block out any unwanted telepathy. These walls can no-sell any telepath below omega level unless they are physically touching you. Even then telepaths in physical contact (or omega level) will need at least several hours to break down the walls around your mind, potentially longer as you can actively reinforce these walls with your will even when they are under attack. The stronger you will, the stronger the walls, and the faster you can repair them. You can also take these walls down or let friendly telepaths through if desired.

Never Felt the Need to Drink Blood (600 cp): Something about you makes it so that you never feel the weaknesses, hunger, or needs that come to characterize your races to a great extent. It may be a stiff upper lip, great will or simply something special about your genetic makeup. As a vampire you would not need to drink blood, could walk in the sun and would take no special damage from stakes, holy symbols or silver. This carries forward to any other race you are, removing weaknesses, and letting you replace whatever special source of food/energy you metabolize with eating normal human food in normal human amounts at no change in strength or speed of power growth.

Items:

All items if damaged or lost reappear in the warehouse or are fully repaired after 24 hrs.

Pistol (Free): A standard pistol, it is a Glock 17 or comparable gun, you now have a pistol fully and legally registered in your name that never runs out of bullets. You have the appropriate certification to concealed carry this weapon.

3 Piece Suit (100 cp): Dress to impress, you have a wardrobe full of professional clothes that is bigger on the inside, there are enough unique outfits that you could wear a different outfit every day for about a year and a half without repeating an outfit. These clothes range from Business, to Semi-Formal, to Black Tie, customized to how you wish to present yourself, and includes shoes and all other accessories required to look professional. All clothes in this wardrobe clean, straighten, and self-repair over a night in the wardrobe. You can add more clothes to this wardrobe and after a night spent within it, they become backed by the same effects.

'Legal' Pay (100 cp): Being paid by a black ops organization can be difficult if your allegiance to the organization is something that needs to be hidden. Fortunately, you don't work for an unprofessional organization. Each year you are paid 100k Pounds, enough to live a nice life, all of these dollars are considered to have been fully taxed and are fully above board. Getting this money will never be considered to be suspicious by a government or regulatory body, you can choose how this is paid out whether lump sum, daily, or anything in between. You get a bank account, a debit & credit card, along with a wallet that somehow magically conjures real cash from the account as needed. This bank account follows you into future worlds, with the Pounds having buying power circa Great Britain in 2015, this bank account can perfectly convert values between normal currencies as well.

You can buy this item multiple times, each purchase giving you a 100k boost to your pay, to a maximum of 400k a year.

Enchanted Blade (200 cp): You own an enchanted blade, its edge is magically enhanced, durable, and nigh-unbreakable, and able to resize itself to fit your body. This blade would allow a normal human to be a genuine threat to powerful supernatural entities. For further costs you can enhance the blade you get in a variety of ways. This blade is in the style you desire, and can be reshaped into a new style of blade every 10 years or new jump, whichever happens first.

- **Adamantium (100 cp):** For a further 100 cp your blade is made of Adamantium and is genuinely unbreakable, sharpened to a monomolecular edge before being enhanced with magic, your blade can cut through almost anything with very little effort and will not break.

- **Holy (200 cp):** For a further 200 cp your blade becomes intensely holy. Like Blade's paper-mâché sword made out of bible pages. Your blade is able to damage intangible opponents and deals immense damage beyond what should be against any dark or evil creature. Vampires, demons, devil lords, zombies, werewolves, ghosts and beyond, your blade will be a bane to all creatures of the night.

- **Excalibur level enchantment (400 cp):** The enchantment of your sword has been enhanced to the point it is the equal of Excalibur. Unable to be wielded by any other than you and those you allow; the power of your blade has been drastically enhanced. Your sword becomes able to interact with and cut magic itself, it has an aura that will eat through unwanted curses on those near the blade, the amount of damage done by this blade is enhanced several fold allowing those of mortal strength to keep up with those beyond humanity, its edge becomes somehow sharper, it can be banished and summoned by its wielder at will, it allows the wielder to sense magic or enhance those sense if they already have the, and is potent enough to potentially give a true death to powerful entities; gods, immortals, spirits and beyond will die a true death if killed by this blade.

Gatling Gun (200 cp): This is a gatling gun, enchanted to be lighter and wieldable by those of standard human strength, it can also magically change size to match the size of its wielder. It never runs out of ammo or overheats. It shoots flechette rounds, piercing armour easily and letting those hit bleed out and die painfully.

Magic Heater Energy Shield (200 cp): A magical energy shield that appears at will from a wristband you can wear. It is very powerful, able to deflect blasts from skrullian military blasters without worry. A powerful enough attack can cause this shield to break but it will be recreated whenever you wish.

Anti-Magic Shield (nano coating) (400 cp): An enchanted and nigh-indestructible shield that has been covered in an anti-magic nano coating. This shield will block and nullify any magic that hits its face. Very useful when sorcerers are shooting death beams at you, but not as useful if someone sets the ground underneath you aflame with hellfire.

Bag of Holding (400 cp): This special bag is bigger on the inside, how big? As big as you need it to be, able to hold whatever you want inside, all items it contains are held in a sort of beneficial semi-stasis where time stops for those items it benefits such as perishables and rolls forward for those items it helps, such as magical items that recharge with the dawn or over time. This bag may change its form at your will, taking on any appearance you desire.

Magic Carpet (400 cp): A magical carpet that can fly up to several times the speed of sound, and protect its rider from feeling that speed. It is beautiful purple fabric with ornate bronze designs all over it and bronze tassel-work around the edges. This carpet is rectangular about 9’ x 12’ and can support any amount of weight as long as it doesn’t extend over the edge of the fabric. While flying on the carpet you are magically connected to it and will not fall off without desiring to.

Super Soldier Serum (400-600 cp): A vial of a super soldier serum, for 400cp you get a serum equivalent to the one that gave Captain Midland his powers, for 600cp you get the upgraded super soldier power at the level of Killpower. This gives you a vial of the serum, enough to upgrade a single person, as well as full instructions on how to replicate the serum you bought. Once a year you get another vial, enough to augment another person. Unlike the power however, neither level of this serum makes an imbiber change their appearance except in becoming the peak version of themselves.

Pentagram Tesseract (600 cp): A techno-magical marvel, this is a cage that can hold anything. No matter the strength, physical, mystical or otherwise. If you can trick or force something into this pentagram that exists as a tesseract across multiple dimensions it will be trapped until you choose to release it. This prison has contained things like a Lord of Hell without strain, and could contain anything as long as it enters the prison.

Powers – You receive an extra 200 cp for this section.

Clairsentience (100 cp): You are psychic, not in the way of most psychics but nevertheless you can reach into the minds of others. As a clairsentient you are able to telepathically enter into and control the minds of others, you can also passively pick up active thoughts in others minds. However, you are unable to actively communicate back and forth between minds. With effort you are also able to enter into the mindscapes of others and rip information out of their mind if needed.

Captain Midlands (100 cp): You're now a super soldier, given the British version of the Super Soldier Serum your body has been augmented to be peak human in all categories, bringing you to a level of parity with Captain America or Captain Midlands. These improvements range from physical to mental improving your willpower to peak human and your memory to perfectly eidetic. The only difference is that instead of immortality, you age very well, looking 60 when you hit 80 and seeing no meaningful decrease in your physical abilities compared to the prime of your life.

- **Killpower upgrade (+300 cp)**: It looks like you have been given something even greater than the Super Soldier Serum, a further upgraded and refined augmentation. Using the same base but mixing in mystic augmentations as well boosts from the animal kingdom, you are now fully superhuman.
  Strong enough to lift 4 tons and treat vampires as unruly children. Tough enough that getting shot by a pistol might leave a bruise, stabbed by a spear, a papercut, and you could walk off being buried by tons of rocks and debris. You could walk through an army of vampires without defending yourself. The vampires slashing you with supernaturally sharp talons would only leave a visible cut or two once

you're through. Fast enough to keep up on a highway, running about 100 kmph, this also comes with increased reaction speed beyond peak human. Enough endurance to exert yourself at peak capacity for at least half a day before you even start feeling tired, as your body produces far fewer fatigue toxins.

You also possess a regenerative healing factor, halting your aging in the prime of your life, strong enough to heal a bullet wound in minutes, a broken bone in a day or two, and makes you functionally immune to diseases. This immunity includes magical diseases like vampirism thanks to the magic woven into your augmentation. Your healing also ensures that you are not a carrier for any disease you come into contact with.

The final ability is odd, you have Mecha-Psychometry. The ability to divine how to use, repair and modify complex machinery that you are, otherwise, unfamiliar with. You are able to quickly jury-rig complex machinery within a matter of seconds.

As you have been augmented in a similar manner to Killpower you may choose to alter your body anywhere from your normal height and physique to a head taller and multiple times more muscular or anywhere in between. Fortunately, unlike Killpower you do not receive a set of vestigial wings or a vestigial tail from this augmentation.

Shang-Chi (200 cp): Fists faster than lightning, a soul that has absorbed the wisdom of the ages, and the power of life filling your strikes with power. You have the fighting skill and conditioning of Shang-Chi himself, arguably the greatest martial artist on Marvel earth. Shang-Chi is able to fight Iron Fist to a standstill and is considered by Black Panther to be greater than the Iron Fist in terms of sheer martial skill. Along with this mastery of combat, comes a mastery of your internal chi. You, like Shang-Chi, are able to focus this chi to a variety of ends, temporarily pushing your physical ability from the height of training to the level of Captain America or beyond. Using chi he and now you can increase your defenses letting an otherwise normal human take super-strength hits without even breaking your skin, your chi can also improve your strikes to let you punch through barriers of brick, stone or iron. Through this mastery of your chi you can sense the chi emitted by all living beings, letting you sense where people are around you and who they are even if they are hidden by other methods of stealth such as magic or psionics.

Peter Wisdom (400 cp): Hot Knives, the ability to generate semi-solid energy projections as hot as the surface of the sun. You can shoot these projections out from your body like bullets, attach them to your hands to use as claws in close combat, and use them to form shields that can burn up incoming projectiles. While able to be projected anywhere around your body they are more easily projected around your hands. They can also be used to create thermals beneath you and slow your descent. With focus you can create Hot Knives that last longer, and you can also minimize the power in your projections to stun instead of kill. These projections are extraordinarily strong and sharp, cauterizing what they cut, they are capable of easily slicing through Skrull tech, Martian tech from parallel realities, and superhumanly durable opponents like Mindless Ones.

Magical Portals (400 cp): Like Tink you possess the ability to generate magical portals at will, not casting magic, but a special instinctive mystical power. You are able to generate circular portals at will varying in size from big enough to let a single person walk through to big enough for entire large chambers of people, they allow those who pass through them to teleport to individuals or new locations. You are dependent on your visualization to determine where you want to go to, or who you want to go to, as long as you have seen a picture, video, painting, or similar you are limited only by distance. You are able to teleport anywhere on or near a world, able to reach the Moon if you were on the Earth. Where these portals get interesting are that this teleportation can allow you to reach nearby spiritual or magical dimensions and realms. If you were reaching out in Britain you would make it to the Otherworld, if on Mt. Olympus you would reach the realm of the Greek Gods, if you used this power in the Dresden Files you would reach the Never Never, and similar locations in future worlds.

Spitfire (400 cp): Far faster than the eponymous fighter plane, you have the ability to run faster than the speed of sound. Your entire body is tuned to run at this speed, generating fewer fatigue toxins than a normal person allowing you to run for hours before feeling tired, stronger tendons and bones than normal woman, enhanced cardiovascular and respiratory systems improved joint lubrication, and improved reaction speeds twice as fast as normal woman before you start moving at super speed. However, once you start moving at super speeds your reactions and reflexes increase to be proportional to your normal reactions when moving normally. You're not the fastest person in this world, but you are definitely fast enough that very very few could ever hope to catch up with you.

Faiza Hussain (400 cp): Affected by an odd energy field that imbued with your power, whether a Skrull energy cannon or something else, a new power was unlocked within you. You have gained the ability of Psionic Bio-Deconstruction. You are able to affect physical matter, both animate and inanimate, enabling you to disassemble things to their component parts, manipulate them at an atomic level and reassemble them. When doing this you innately know the composition of the things you affect with your powers, and can affect multiple targets you can see limited only by your ability to concentrate on multiple things at once. Using this power you are able to paralyze beings until you will them free, and can heal anything you wish. You can heal living beings from mortal wounds in a split second, while simultaneously repairing their clothes, you are skilled enough with this that you could survive a fall from an airplane by simultaneously healing yourself and another as you splatter onto the ground. When using this power you find shape-shifters easier to affect with your powers and magic-based beings are harder to affect. Your healing powers are also effective against more than simply trauma, allowing you to remove poisons and similar from people's bodies.

Captain Britain (600 cp): Channeling power from another dimension, you now have a level of power on par with Captain Britain himself. You are able to channel this mystical interdimensional energy to achieve a variety of superpowers, this energy will never run out and will remain accessible in future jumps and beyond. As you channel this energy it gives you immense physical attributes, flight, and a forcefield, however these powers are dependent on your level of confidence. At a normal level of confidence, you would be able to lift 90 tons, at peak you would be at 100 tons or more, you also have superhuman stamina, agility, reflexes, and senses. Your forcefield gives you superhuman durability and blocks attacks but is calibrated to let oxygen, and light to pass through, meaning that things like knockout gasses can affect you. The energy lets you fly at extreme speeds and fly through space, and as it is mystical in nature you can interact with magic itself. Allowing you to potentially rip apart a demon lord's mystical dimensions and resist magical spells from ancient spellcasters such as Lilith herself. However, if your confidence wavers you will immediately find that all of these abilities wane comparably.

Companions:

Import/Creation – 50/200 CP: Everyone in this world has lots of companions and allies. Each purchase of this for 50 CP allows you to import or create a companion, who will have 600 CP and the ability to take all other choices, including taking drawbacks. For 200 CP you can import or create 8 companions under the same conditions.

Companion Spell- 50/200 CP: Each purchase of this option gives a single unique spell trapped in the skull of a raven that can only be used once. It can be used to offer companionship to a single character of your choice. If they accept and take the mark they will become a companion when you end your time here. For 200 CP you get 8 skulls to use.

Drawbacks – You may take any number of drawbacks that you wish.

Linked Story (0 cp): Have you been here before jumper? Yes? Well I guess that history is now this world's history. In selecting this drawback you connect a previous jump you have done in Marvel to link to this jump.

Lengthened (+100 cp): For each purchase of this drawback you stay in this jump for an extra 10 years.

Another damn crossover event (+100 cp): You find yourself bound to the whims of fate, and will now be dragged from big event to big event. Upon taking this drawback you find that you now become a part of every crossover event that Marvel has written since Secret Invasion. There will be no hiding out peacefully for you in this world.

Treaty with the Fey (+100 cp): Instead of Wisdom you are now selected to be Married to Tinkabelinos Hardleg otherwise known as Tink. Your marriage is the proof of the treaty between the realms of the fey and the realms of men, specifically Britain. As long as your marriage stands, so does this treaty. Unlike Wisdom despite Tink being kind, her father Oberon will not accept the dissolution of the marriage this time. Don't cheat on her like Wisdom did, or there will be violent consequences due to the dissolution of the Treaty between Britain and Avalon.

Old in body (+200 cp): You are old jumper, your body looks to be in it's 60s or 70s and you are feeling your age. You find yourself slower in mind and body, and all of your powers weaker. As much slower as the average 60-70 year old is compared to a person in the prime of their life.

Released the demons (+200 cp): Once the demons that have been sealed away in the Otherworld are released, people will believe you did it. After this occurs everyone will know that it was you who released the demon lords and will judge you accordingly. This is not enough to ruin your life, but have fun with your first impression to everyone in the world being quite a negative one.

No warehouse (+400 cp): You lose access to your warehouse and all of your items from out of this jump. You are not able to access them for the duration of this jump.

Forget meta knowledge (+400 cp): You lose any meta-knowledge you have about the Marvel universe, everything in this place is brand new to you and you have no idea what to expect or what might be around the corner.

No outside perks or powers (+600 cp): You have lost access to all perks and powers you have from outside of this jump. The only abilities you have are the ones you bought here, I hope it will be enough for you to survive the events that will soon be taking place in this world.

Dracula knows about you (+600 cp): The King of the Vampire's knows you are in this world, and has gotten a debrief on all of your powers and abilities. He will be planning accordingly. This is a being who in his initial plan to conquer Britain made allies of immortal beings like Lillith who has been considered a god in the past. He will pull out all the stops to kill you and burn every favour, debt or piece of leverage he has. All in the goal of killing you and then continuing on to Britain.

Skrulls plan for you (+600 cp): The Skrulls now know that you exist, and have also gotten a debrief on all of your powers and abilities. These were the beings that in their Secret Invasion were able to gain control of all Magic on Earth, including ripping away the power from multiple Hell Lords. They now know all about you and will dedicate themselves, their resources, and their knowledge of technology and magic, in its entirety to killing you or stealing all of your powers. They will stop at nothing to defeat you.

Ending

Ten years have passed, all drawbacks stop affecting you, and you need to figure out what you will do next. Your three choices are below.

Go Home: This world of intrigue and violence has exhausted you. Your chain ends here and you go back to your original world, while keeping everything you gained along the way from jumping.

Stay Here: The connections you've made here have convinced you to stay. Your chain ends here, and you stay in this world with everything you have gained from jumping like the option above.

Keep Going: While the connections you made here were strong, they were not enough to stop you from continuing on to further adventures. You continue on to your next jump with everything you have, and this world joins the others that remain frozen in your wake.

Notes:

Never Felt the Need to Drink Blood – works in a combination of eliminating weaknesses and eliminating the need for beyond human baseline requirements to power them. You would have the full powers of a vampire without drinking blood, a kryptonian would not be affected by kryptonite or red sunlight, neither would you need yellow sunlight to empower you. While a member of Gen 13 would be able to use their powers without draining energy from and killing parallel realities.

'Legal' Pay – normal currencies are any kind of generally average currency or item with abstract value attached. It can't be converted into more eldritch currencies like souls, or blood. It can be converted into Gold, Silver, Credits, Units, or anything similar.

Captain Midlands/Killpower – the power (and administrable serum) also improves all negative aspects of your body and removes them. Auto-immune disorders, acid reflux, needing glasses, allergies, etc…. all of those things are removed as every element is augmented to peak human or beyond.

Peter Wisdom – Your hot knives are not dependent in any way on 'ambient radiation or heat' they are simply projections you may create at will.