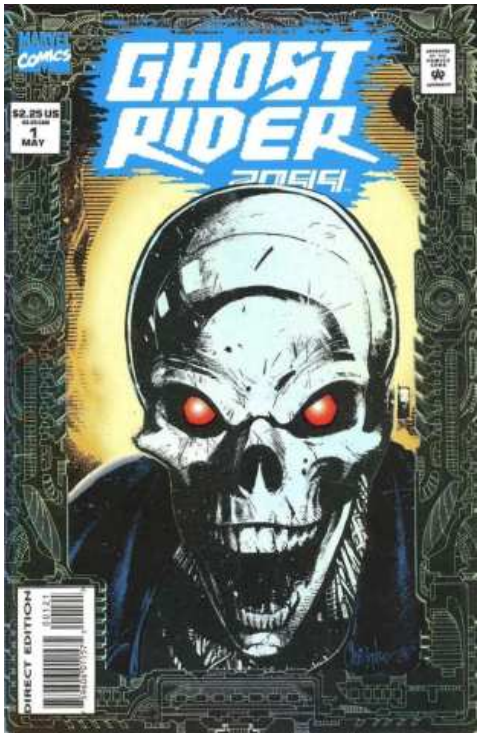
Marvel 2099 Jump

Version 1.0.0









There came to the world an age of marvels, an age where the little, insignificant Earth matched itself against the greatest empires of the universe, an age where gods walked among men and met them as equals and friends. Costumed heroes were the hallmark of this age, adventurers who fought bravely against any force that might threaten humanity and the Earth.

And then the Heroic Age ended. Near the end of the twen-cen the heroes were wiped out. The details are hazy, lost to history in the brief dark age that resulted from the fallout of whatever near apocalyptic event caused it. If details are known the Corps have effectively managed to wipe them from history. What technology remains from the Heroic Age has been stowed and hidden away, and the corporations - merging and forming into Megacorps - have amassed power, until eventually in the Pollution Wars they managed to completely oust the constitutional and democratic governments of the world. There are a few hold outs, such as Wakanda, but the corporations won. Heroes are a fading memory and big business owns the world with a government which is openly run and controlled by them, the world divided up into different corporate territories.

But heroes are a part of human nature and as the twenty-first century nears its end they rise anew in the world. Legacies of the lost and the dead are taken up by new bearers, and new heroes are born or forged. A second heroic age is dawning, in the midst of the 90s cyberpunk dystopia world that the megacorps have forged, and you will be arriving in the midst of it. Take these

+1000 Comic Points

To help you find your place in this world of corporations and heroes. And because this is a world of superpowers and superheroes have a little bonus…

+200 Comic Points only usable for Powers or Items

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Location, Date, Age, and Gender:

You may begin with the first appearance of Spider-Man 2099, or as late as the first appearance of Ghost Rider 2099. You are free to pick your starting location, age, and gender freely as makes sense for your origin. If you'd prefer to roll each origin (below) will include an age roll and you can roll your start location on the table below.

1. Nueva York - Uptown: The biggest city on the east coast, and the home of Alchemax, possibly the most powerful corp in the world. It's where this new age of heroes will begin with Spider-Man, Ravage, and the Punisher all getting their starts here. You're in one of the good parts of town.
2. Nueva York - Downtown: Well maybe not the same slum of a Downtown that Spider-Man will develop a tendency to fall down to, but you're arriving in one of the slums of Nueva York. The Public Eye doesn't come here, and coming here looking like you've got money might be a way to start any number of criminal gangs hunting you.
3. Transverse City: Sprawling between what used to be Detroit and what Chicago became. It started off as the beginning centerpiece of a transcontinental megahighway, and ended up a nightmare of Darwinian social ecology. Largely controlled by D/Monix, and soon to be the home of this era's Ghost Rider.
4. Los Angeles: Still the home of Hollywood, still under the grip of corrupt corporate masters. More so since in the 2070s terrorists detonated bombs in California's fault lines turning California into an island with a giant moat now patrolled by a technological monster of animate water dedicated to keeping the undesirables out.
5. Nuevo Sol Arcology: Located in Nevada, it was originally designed to be a self-supporting, non-polluting work and living area, but it was never finished. Now it's the home of various individuals on the outer fringes of society, vagabonds, runaway degens, and most notably the Desert Ghost Xi'an Chi Xan and his new generation of X-Men.
6. Latveria: A small country in eastern Europe, and ancestral home of Victor von Doom. Currently Tiger Wylde, Alchemax's prodigal son, controls it as his personal territory, though that might not be continuing that much longer. Technology is still not as integrated into society here as it is in America, though definitely more so than in the twen-cen. And the pollution is far worse than in Doom's time.
7. The Savage Land: While it will be some time before Doom and Bloodhawk visit it, and even more time until it becomes essential to human survival, the Savage Land still exists in 2099 and is still one of the world's last relatively pristine environments. That's not to say it's completely free from the touch of Alchemax.

8. The Negative Zone: Reed Richards' portal connects the Stark-Fujikawa Nueva York offices - formerly the Baxter Building - and this alternate dimension. Annihilus still rules it, trading materials to Stark-Fujikawa in exchange for a steady supply of prisoners. You find yourself near the entrance to the Zone shortly before a Stark-Fujikawa team will be entering it to make their next exchange.

Alignment

Are you a hero, a villain, or something somewhere in between? The lines do sometimes get blurred in the dystopian future. Your choice is your own, and while it can influence your in-jump backstory it does not have to; whether hero, villain, or anti-hero it's your choices, not your past which determines what you are.

It does influence perk and item discounts as you will have a (50%) discount on the perks and items associated with your chosen alignment, with the 100 CP perk and first copy of the 100 CP item associated with it being free.

Anti-Hero: You're not a bad guy, you might even be a 'good guy', but your methods and ideology are less than idealistic. Whether a vigilante determined to kill those whose power protects them from the law, a dictator from the past cast into a future so dark he is a force for good, or a rebel more concerned with tearing down power structures than what comes next, you are not an idealistic hero, but you are not eagerly looting the world and stomping on the masses either.

Hero: You're the good guy. Even if you might be somewhat reluctant and self-centered, at the end of the day you'll do the right thing, risk yourself to save others, and try to build a better world around you even if you complain about being forced to. You may be a megacorp employee gone rogue after they tried to addict you to a drug and your cure gave you superpowers, a mutant carrying Xavier's torch even a hundred years after his day, or even something fantastic cast forward from the past.

Villain: You're the bad guy. Whether you've already got power or not, you want more. Power. Money. The right to kill people for laughs. You don't have to be a sociopath, but it helps. You might be on the inside of the megacorps, or on the outside, but either way you want power and control, and if someone else is hurt in the process well that might even be a plus.

Origin:

Almost as important as what side you're on, there's the question of what are you? This will determine much of your past in this world, including your background memories and connections.

As with Allegiances each Origin has certain perks and items associated with it. You will have a (50%) discount on associated perks and items with the 100 CP perk and first purchase of the 100 CP item being Free.

Aristocrat: Whether cast from the past somehow, or some smoldering remnant of the aristocratic rulers of old before the rise of the megacorps, maybe related to Wakanda's intact ruling family. Whatever you are, you are from a tradition where merit not wealth determined who held the reins of power, and where a ruler was expected to care and tend for their people as opposed to use them as replaceable resources.

Cyber Jock: The internet has become something quaint and antiquated, replaced by Cyberspace, an intermingling of information channels so complex as to have practically become a dimension in and of itself, and you are one of the pioneers who explore this virtual space and make it your own. Perhaps you work with the gangs of Traverse City, as an elite hacker and 'consultant' for the Megacorps, or like Duke Stratocaster simply travel Cyberspace as your own domain.

Executive: You are employed by the system as part of it, existing as an employee of a megacorp. Well most people are employed by them some way or another or not employed at all, but you're above the lower ranks of security guards and janitors. Megacorps stretch across this world and which one employs you is your choice, just like whether you're trying to maintain the system or change it from the inside.

Soldier: What you are now might vary. You could be working for some country or megacorp's militant arm, or maybe you just are a veteran of the Pollution Wars when the megacorps seized the reins of power completely from the old nation states and deposed the last elected president of the United States of America. Whatever the details you were trained and forged in war and battle and it shows in your actions. You lack the madness of a vigilante, but you hopefully can make up for it with skill and combat instincts.

Time Traveler (Drop-In): You are not from this time period. Whether you've been cast into the past, or merely a possible future you are a stranger out of time. Unlike Doom you probably got to this time by intent, though whether you intended to stay here or not is another question. If you'd prefer to have no background memories or connections in this world, you may take this background as a drop-in.

Vigilante: Maybe you're a part of law enforcement, maybe you're just a thug, or a mercenary band. You're not part of a proper military, nor have you been, but you are a fighter. You might lack the refinement of a proper soldier, and the battle instincts of one honed to fight at the very pinnacle, but you'll make up for it with a(n un)healthy dose of crazy and determination.

Perks

The 100 CP perk associated with an alignment or origin are free if you have that alignment or origin, other perks associated with the alignment or origin are 50% if you have that alignment or origin. No discounts on general perks.

Martial Arts (50 CP): You might need to know how to fight. You have the equivalent of a decade of hand to hand combat training in the unarmed fighting style of your choice. You can choose real world martial arts, or those unique to this world such as Wakanda martial arts or the sword throwing tricks of the Knights of Banner. This won't make you a master fighter by this world's standards, but you'll be better without powers than most, and it will help you punch a bit above your weight class.

Physical Fitness (50 CP): You are at the level of general physical fitness which would be expected of a non-powered human superhero in the Marvel universe. You'll not be at Captain America levels, but you'll be stronger, faster, more durable, and have better stamina than is plausible for a normal human to have in all fields at once.

Young and Healthy Like Only She Can (50 CP): You have the looks to fit into a comic book, and not just as average. You might not be the best looking character to grace their pages, the Marvel 2099 line didn't exactly have many characters noted for being lookers, but you'd be one of the best in Marvel 2099. Beauty isn't just about appearance, though, and you'll find that it bleeds into your mannerisms and the way you move, giving something beautiful to them as well, and helping make your appearance more impactful than it otherwise would be. This also comes with some knowledge in how to use your looks for your advantage, nothing truly special, but you'll have a basic idea how to flirt your way past a guard.

Artist Forgot Your Protective Wear (100 CP): Sometimes in comics they establish you need protective wear to go somewhere. And then in the next issue they draw you without it like it was never necessary in the first place. You carry something of this in a more intentional form. You receive the protection against environmental hazards of anything you have worn to protect you against them within the last 24 hours. This won't help you against direct attacks against you, or anything but the most indiscriminate environmental attacks, but if reality forgets your gas mask, or you just forget to put it back on after taking it off to talk to someone, you'll be fine even walking around Hellrock which is established to cause permanent mutation within moments of contact of its atmosphere with the skin.

Golden Boy (200 CP): You have the skills needed to be one of Alchemax's golden boys. Select a field of engineering, technology, or scientific research, you are a recognized expert in it by the standards of Earth-928. The more narrow the field the greater your expertise in it. To give an example, you're roughly equal to Miguel O'Hara in genetic engineering if you select genetics, or Meanstreak if you chose hacking (for someone like Viral, Discord, or Duke Stratocaster take this plus Cyber-Savant). This could give you access to lower levels of comic book science, just remember what happened to Miguel's previous test subjects before attempting to turn yourself into a spider man.

You may take Genetic Engineering at a discount if you bought **Spider Spliced** or hacking at a discount if you bought **Intelligent Autonomous Mechanism** with either of its upgrades. If you have bought this perk without a discount all further purchases are discounted (if they would be doubly discounted they will be 50 CP); if you bought **What Comes Next is as Simple as Finding a Cure for Cancer** all purchases of this perk are discounted (with genetic engineering and hacking doubling discounted with the proper perk).

Echoes of the Past (200 CP): Isn't it odd how Spider-Man 2099's foes include so many new versions of Spider-Man's foes? Oh the future had its new oddities, but a lot of old faces re-appeared as new faces. Now you'll find that you will find new versions of faces from past jumps in new worlds you visit. These won't be the same person, but they'll have similar character traits, names, and powers, various entities both friend and foe forming something of an ever shifting network of allies and enemies, each jump producing a slightly different iteration of the characters, though their general roles will be mostly the same. You can toggle this effect off or on at the start of a jump, if you don't want to generate whole rogues' galleries of new supporting characters for yourself.

Soothing Power of My Voice (250 CP): You possess the ability to snap people out of berserk rages, emotional funks, intoxication, trauma, mind control, corruption, possession, and the like. The deeper the effect the harder it is to snap them free, and this works on your friends and won't prevent them from going back under. For mild cases you can do it with nothing more than screaming at them, though if screaming doesn't work, beating them down will work even better. A few good blows could snap a friend turned into a berserk wolfman and locked in years of trauma back to their normal self, but some cases - especially if you don't have an underlying friendship to work from - may be too much even if you beat them into the ground.

Jumpchain 2099 (300 CP): Sometimes you just need to rebrand the universe as a cyberpunk dystopia. Otherwise you'd not be taking this. Like how Earth-928 is a dystopian cyberpunk version of the Marvel universe (although unlike some alternate universes it is in fact the future and not just what if things were cyberpunk), you are now able to enter into a dystopian cyberpunk version of any jump you begin. Your CP backed purchases will remain functionally the same - so even if you use this on some medieval setting that sword you're purchasing won't suddenly become a gun - but you can experience a cyberpunk flavored version of Middle-Earth, the DC universe, or Hogwarts.

You also possess the ability to at the start of each jump toggle any or all of your CP backed possessions to a cyberpunk aesthetic. This won't produce any substantial functional changes - your sword is still a sword and won't suddenly be a monomolecular vibroblade, but it might be a somewhat different balance and length - but it will redesign them visually to fit into a more cyberpunk setting. This is a toggle, and you can choose to change them back to their original appearance at the start of a jump as well.

Is the Kid Simply Unable to Die (300 CP): You probably can, but death won't take you easily. Once per jump when you would die, be telekinetically reduced to constituent atoms, be erased, or otherwise cease to exist, circumstances will arrange themselves to revive you, in relative safety to recover, sometime soon without it ending your chain. More than merely not ending your chain, you will find yourself somehow empowered by the experience; maybe your need for an energy source to use your powers is reduced or removed, or you find yourself in an upgraded body. This empowerment will only last until the end of the jump, reverting itself at the start of the next jump, but it will be something geared to helping you survive till then.

Specter of Jumper (300 CP): There's something about you which refuses to follow the dictates of another's vision. While not a precognitive blindspot, lyou are something close. Precognition and prophecy about you is vaguer than it ought to be, even otherwise highly reliable foresight become prone to inaccuracies. Visions that should be 100% might be able to foretell that you and another would clash, but not the final end of your conflict, or simply develop a small margin of error to your actions. It won't be enough to render them completely useless in predicting you, they might even work 9 times out of 10, but the times they fail will be when it's most critical and important. And like with Ravage and Doom when the prophecy is meant to actually help you this fuzziness will not apply save to give you a chance at escaping a poor fate.

Embers of the Heroic Age (400 CP): The original Heroic Age ended, but even 100 years later its embers still burn. While the most powerful beings seem to be relics and remnants of the heroic age - Doom, the Fantastic Four, the invading Phalanx - the new heroes starting a second Heroic Age aren't wholly without the power once shown in the original one.

Like some of the mutants, or the heroes of the original heroic age, you show the greatest power that made the original heroic age. Not the Power Cosmic, or any specific super power, but the ability to grow from your experiences, to break the limits of your powers and go beyond them in times of dire need.

When the odds are truly against you and those things dear to you at risk you may see your powers and special abilities momentarily swell to far greater heights than ever before, lifting ten times what is your normal maximum, or otherwise seeming to break the limits of your powers. Repeat this enough times and while this won't be your new maximum you will find the limits of your powers and special abilities growing looser, and restrictions becoming less restricting or eventually falling away.

Even less extreme situations can cause this growth, though it will be slower. Conflict and danger will allow your powers and special abilities to grow seemingly without an upper limit other than when you run out of things that are truly a risk to you and your goals.

Anti-Hero Perks:

Recruitment Opportunities (100 CP): People seem to see you as a potentially useful ally, or pawn. As long as you haven't declared a side, people will be more likely to consider that you might side with them and extend an opportunity to join them. Even if you have declared a side, you'll find people more likely to offer you the chance to defect to theirs if they have legitimate reason to believe you will; expect to be watched closely for betrayal if you do and many of these offers to be of the 'join me or die' variety.

Displace Your Aggression (200 CP): You are an expert on hiding your emotions and feelings. Your control over the expression of your emotions is enough that you could be inwardly fuming with desire to go out and perform vigilante justice to avenge your family, and show not a single sign of it during an interview, even to advanced lie detection devices. Though be careful, hide it completely and a psychologist might decide that you're suspiciously lacking in anger and decide to poke around more.

Naturally this also makes you an expert at lying. You have no tell, even to technologically advanced lie detection machines.

Found a Backdoor … Even They Don't Know About (400 CP): You are not easy to contain, at least not long term. You are an expert at finding faults and means to escape any prison you are imprisoned in, and chances to escape seem to arise for you even when they should be impossible; you could be reduced to a mere file hidden deep within cyberspace, and find a way to hack yourself out. Escapes may not be instantaneous, but given sufficient time you will have an opportunity to escape any form of imprisonment whether supernatural or technological.

Skills of Doom (600 CP): You are an expert in all mundane fields and skills. You are not the best, but for any mundane skill you care to name you could pass as a professional in the field. At least in the depth of your skill and training; this doesn't provide you with the physical fitness or mental aptitude. You would be able to paint a painting with professional quality, but you'd not necessarily have the creativity to come up with something uniquely moving.

This only applies to mundane skills, magic or anything supernatural you'll have to learn on your own. It also only makes you an expert, not a true master. To help you clear that hurdle, or with supernatural efforts, you will find that you learn new skills and improve your old ones several times faster than ordinary individuals able to master a skill in only a fraction of the time it would normally take someone.

Hero Perks:

I'm a Man (100 CP): And a man shoulders his burdens. A man doesn't let anything stop him from doing what's right, not even an army (of trolls). A man doesn't take his rage out on the helpless. Or you might be a woman, robot, or something stranger, but the same applies. You are not a child, and you possess the emotional maturity and control to accept the responsibility of your powers and do what you know is right. Even as a hulking green monster powered by rage, you could keep a modicum of control, at least enough to point yourself in the direction to do what you know is right.

Somebody to do Your Poking Around (200 CP): You seem to be a magnet for important objects and clues. As long as you're in the right general area, just by wandering around you have a tendency to find the switches for secret doors, or items that reveal the motives and nature of enemies by accident. This won't create things where they aren't, but will guide your unconscious actions towards the right areas and places to find important clues.

Sure You're Not Roachman (400 CP): Events seem to conspire to keep you alive. Your enemy makes a plan involving getting another enemy into a blood feud with you to kill you? Welp, their rent-a-cops decide to shoot you up despite orders because you killed one's son by accident yesterday. Fall from the upper levels down to the ground hundreds of feet below? You'll land in a pile of junk soft enough to break your fall. Unable to survive the fall despite that without medical attention? Find muggers drive up to attack someone so you can steal their car which has automated voice controls that will take you there. You aren't immortal, sufficiently overwhelming force or stupidity on your part can kill you, but you'll be able to expect a few lucky advantages helping you avoid death and needing to be powered through on its way to you.

Harbinger of Thor (600 CP): The good a hero does isn't limited to the enemies they punch, but the good they inspire in others. You have something in you that can inspire others. Should you act you will find that your actions inspire imitators, religions, and political movements. Should you publicly fight against a megacorp, even simply out of self-preservation, you will find that revolutionary movements begin in your wake, as the downtrodden naturally rally around you as their natural hero and one of them. Sell out to a megacorp instead and you might find others considering doing the same, hope crumbling. Take over a megacorp and begin to use it as a force for good, and you might manage to unite humanity behind you, expanding outwards into space and finally stepping out of the quagmire born from human greed into a new age of cooperation. Whatever course of action you choose, you will find that the world seems to watch, eager

to follow your example in one way or another. Not everyone, or even necessarily the majority of people, will follow your example, but the majority of people are rarely more than silent in revolutions, and you could serve as a major seed for something like the Re-Activ-8 if a blow was dealt to the Megacorps to disrupt their hold on the nation, or like the Thorites if you were to stay around and act for years.

Villain Perks:

Street Surgeon (100 CP): Organs are valuable. It'd be a shame to damage them just because you had to kill someone. You are an expert at killing someone without excess damage to their organs, able to do so with relative ease. This won't make it as easy to kill someone without damaging their skin as it would be to just gun them down, but if you're looking for their kidneys or liver you'll be able to shoot them with about the same ease as if you weren't trying to avoid certain organs.

This also comes with enough knowledge of surgery to remove an organ without damaging it.

Establishing Control (200 CP): Normally ruling by fear will only get you so far, you can only reach so far, and you only have so many resources. But you are definitely better than most at ruling by terror. You possess the ability to intimidate people into forming large scale organizations, to leave a lingering and lasting fear that keeps them working for you even as they get further and further removed from your direct control, and to drive this all the way down an organization from the very top most boardroom, down all the way to the lowliest person living under its thumb. Some particularly free spirited, or courageous heroes might resist, but the longer you rule the easier you find it is to remove thoughts of resistance from the common populace. Be careful about publicly losing, even if not in person, as when you suffer public defeats and setbacks this fear can weaken and its control loosen.

Stimulation That's the Name of the Game (400 CP): You know how to keep your minions too busy to work against you, even as you hone their skills. By setting your minions against each other, you can divert energy which would normally be spent on plotting against you towards dealing with each other, and this conflict will even serve to improve their skills as they grow to better overcome their rival. This works best when they don't know you're running both sides, though it will still work at a reduced level when you openly control both sides.

There Is Something About the Force of Evil That Gives Its Champions a Kind of Genius (600 CP): And now you have it too. While working for the cause of evil, you seem to have an element of fate and destiny on your side. This destiny makes you more cunning, more dangerous, and somewhat better at all things you do, lending you a touch of luck in happy serendipity in your actions which can almost seem to make you unstoppable in the pursuit of darkness. You will find, however, that it fails when presented with main characters, the truly heroic, or when you are on the cusp of securing

definitive victory and conquest. For these things you will have to rely on what you bring with you and not your villainous plot armor.

Until you encounter these things, however, death will swerve away from you, your plans - as long as you avoid involving heroes - will remain undisturbed by meddlers until the final climatic point where if they do not fail now they will not fail at all, and impediments crumble before you as your might rises inexorably to the occasion. You are a major villain now, and only a major force can stop you.

And while it fails to protect you or aid you in your goals or serious conflicts with heroes, if you simply want to mock, taunt, or troll heroes it will aid you in these attempts to make them feel bad, at least if you are not doing so in a way that would permanently harm them, their loved ones, or their psychological wellbeing. But if you just want to ruin their day you will find that it provides you plot armor, and enhanced power to enact your pettiness.

Aristocrat Perks:

Excuse Me, My Weapon Systems are Inoperative (100 CP): What is Doom without his magic? What is Doom without his armor? The answer: He is still DOOM. Like Doom, you are not your powers. You will find it easy to adapt to losing some or all of your powers, or losing key pieces of your armaments. This won't let you simply replace them, but you won't forget how to do things without them just because they were easier or better.

You Are Far More Dangerous Than Your Spiked Armor Suggests (200 CP): You are a head of state and/or government. You have the skills of a long term ruler of a country involved in international politics, as well as a natural aptitude for the planning and logistical administration of a country, as well as the dance of statecraft and diplomacy. If you were willing to forgo the wellbeing of your people, and divert essential resources towards bread and circuses you could even make a good politician. You also have a particular talent for figuring out when you can exploit diplomatic good will missions for your non-PR related gais.

There Is Nothing You Can Do, Though, That Jumper Can't Emulate (400 CP): You are a master at reverse engineering and replicating technology. Even introduced to technology a century ahead of your time you would still be able to quickly deduce how it functioned, and how to build your own. Sufficiently advanced technology might require more time and effort from you, but no technology is so advanced as to stymy you permanently.

You are also highly skilled at learning how to replicate post-technological abilities, and by studying them learn how to emulate or influence them as well. Whether it's studying a magical ritual to learn how to disrupt it even without being a sorcerer, studying one of Galactus's heralds to figure out how to interfere with or harness the Power Cosmic, or studying mutants to create power inhibiting technology it is within your - eventual - reach.

Plan for Every Contingency (600 CP): You are an expert at sweeping, long term and large scale plans. You probably still can't make a plan for every contingency, but once per year when something goes wrong, you can retroactively have made a plan for the contingency that something like that happened. It has to be a plan you have and had the resources to perform and you will lose them, and which wouldn't take more than a month or two or more than a day of your personal time.

Cyber Jock Perks:

Undernet Connections (100 CP): No you're not part of undernet, but you might have connections. Even if you don't, you have a basic knowledge of gangs, and street crime. You may have spent years as a member of a criminal gang yourself, at least you seem to have the criminal skills that would be expected from such a life. This includes basic skills in hacking, and get away driving, as well as picking pockets, setting up muggings, casing a joint, and other similar criminal activities; you're not above the average street criminal who practices a certain criminal skill in any of them though your skillset is broader than most.

Cyber-Savant (200 CP): For most cyberspace is accessible only fractionally, accessed through virtual reality entertainment and communication, but not for you. You are able to navigate and process the labyrinthine terrain of pure information with ease. You possess the ability to take in vast amounts of data and information safely, and sort through it quickly as well as fully access cyberspace through mind-machine interfaces. You are a natural at using mental interfaces and in working with code through mental abstractions, reworking code through interaction in a virtual world. Comes with a port for mind-machine interfaces, and in future jumps you will be able to use it to upload your mind into information networks - such as the Internet - to interact with them through a mental interface and symbolic interactions in the virtual world.

Traffic in Information (400 CP): You have what it takes to be an information broker. Whether a digital one like Karma or something else, you have a nose for information whether where to find it or track it down. You have the skills and knowledge needed to not only track down information, but to cultivate an organization to do so, and to understand who to sell it to. More than that, when you pursue information you seem to have a talent for figuring out where information might be hidden, and for putting together what disparate bits of information ultimately build to. You could figure out why Doom was hiring half of the largest mercenary organization on the planet, before he leaves to attack America at dawn.

Free Will's Like a Muscle… (600 CP): And yours is toned. Mind control, brainwashing, social conditioning, and charisma all fail to grasp your mind, even something as total as rebuilding your mind from the ground up with memories and personality traits altered to accept a role would eventually crumble before the strength of your free will. Most attempts to bend your mind to their goals will simply fail, and those persistent or powerful enough to succeed you can eventually break. Your mind is your own, and the more you make decisions for yourself the more effective you will find this resistance to

be, the more quickly even the most thorough forms of manipulation and control over your actions will fail.

Executive Perks:

Here's Business For You (100 CP): You don't get far in a megacorp without an ability to play the game and get ahead. Even if not necessarily an extroverted person, you have a certain amount of charisma and talent for reading people, and for how to present yourself. You are particularly skilled in thinking up a good bluff, able to get a feel for how far is believable and commit to the lie, and the use of leverage or blackmail to threaten and manipulate others; just remember that your estimation of how far is too far can be rendered inaccurate if they possess secrets even you don't know about.

Identify the Relevant (200 CP): Empathy, compassion, conscience who needs them? You can turn them all off, and let your mind focus on what really matters in any situation; that is the pragmatic costs and benefits to you. Your mind can still be clouded by anger and fear and hate, but softer feelings will never blind you to what you could gain or lose unless you happen to choose to listen to them. You will never be tempted by your enemies' pleas for mercy again, unless you decide to turn these feelings back on (which you can) or sparing them would benefit you.

While these emotions are off it seems that the cognitive processing that would usually be dedicated to the ability to feel for the plight of your fellow man is instead redirected to ways for you to gain, making you extra cunning when it comes to thinking of ways to turn a situation to your advantage and to use it to gain power; this isn't a guarantee that you won't bite off more than you can choose, but when some unknown variable disrupts your plan it'll help you find a silver lining.

Hollywood Predator (400 CP): You are a social apex predator. You can smell weakness and vulnerability. This won't help you figure out where to hit someone or work around their power, it's not that sort of vulnerability, but you can practically smell someone's psychological and social weaknesses, quickly sizing up potential weak points for you to exploit and take advantage of. Whether it's something they need, an element of their moral code, or a child that might give you another way to get the rights to the story you want, you can quickly size up an enemy's achilles heel. This can even be applied to the weaknesses that might exist in mind control, and what sort of arguments (if any) might work to snap someone free.

Corporate Devil (600 CP): You are a master of spin and manipulation. You know how to spin things in ways people want to hear and maneuver them into ‘deals’. You can lie or manipulate almost as easily as you breathe, finding it almost effortless to weave manipulations around those around you. You could even lie to someone with enhanced senses if you were able to keep your calm and weren’t driven to an emotional high; you might even manage to lie to a telepath if you knew to expect one.

This comes with a powerful charisma as well. While those you’ve betrayed, manipulated, or shown your true nature to repeatedly might very understandably have moral objections to you and your behavior, you seem to ooze a sort of charm that lets you sink your hooks deep into people, and fool even someone like Doom at his best at least once. You could make yourself the compromise candidate for an entire council of megacorp CEOs, or control a conspiracy running all of the major megacorps of the American north-east like Avatarr or Tyler Stone, and like Tyler stone you could take a woman who had a very good reason to be angry at you for tricking her fiance into believing you’d genetically addicted him to a drug and with a single private conversation have her singing your praises. This charisma even helps you unite people behind you for moral reasons, or convince them that their self-interest lies in improving the common state of humanity, if you choose to act altruistically.

Soldier Perks:

What Is a Man but an Animal? (100 CP): No man is an island, but you might be. You are substantially more adapted to a solitary life than a human should be, able to retain your sanity without social interactions, and remain happy in complete isolation if you need to. You can still enjoy being around people, but you do not need it.

Die by my Hand and my Hand Alone (200 CP): Your enemies have an odd desire to finish you off personally. Their minions could have you trapped, weakened, and ready to kill, only for them to command that no one else is allowed to kill you but them. You might manage to make a personal enemy of someone to the point they disregarded the threats of their superiors, but when someone wants you dead you will find even usually distant figures who'd like to keep their hands clean wanting to be there to watch it *personally*.

Deadeye Aim (400 CP): Your marksmanship borders on the absurd. If you knew where to shoot you could bring down an airbike with a handgun or make shots a kilometer away with a handgun and hit, though this is no guarantee that air resistance won't have slowed the round if it didn't have enough force. This applies to thrown weapons as well. While it's possible for you to miss, you'd easily put any mundane marksman to shame, and can pull off the sort of trick shots that could have made you an Avenger in an earlier age.

Perfect Fighting Machine (600 CP): Your fighting instincts will have your enemies calling them perfect. Your combat reflexes are beyond what any human should be capable of, able to keep up with augmented beings like Captain America, and your combat instincts could be argued to match his, quickly noticing and taking into account your entire situation in battle and acting on the totality faster than conscious thought. You could dodge a room full of gunmen if you were pressed to do so, while being within the physical limits of normal humanity.

These fighting instincts vastly improve the rate at which you learn new combat skills, and the ease at which you implement them. You could develop a new superpower, and within minutes have it a functional part of your combat repertoire, or have your energy beams suddenly change into a Hulk-lite power set and take it in stride, figuring out new tactics and uses on the fly mid battle. Combined with **Deadeye Aim** you have the sort of aim needed to intentionally hit someone's wrist so as to sever the tendons and make it open… while outside of the normal effective range of your weapon, and you are jumping and being shot at, while holding a handgun one handed.

Time Traveler Perks:

Properly E-Quip-ped (100 CP): Banter comes easily to you in battle, almost seeming to roll off your tongue without you needing to think about it. Besides making certain you aren't distracted by a search for words in the middle of a fight, you're particularly skilled at flippant comments and verbal barbs. While this does little to ensure you're funny with these, you are good at getting under people's skin with them and this can throw off opponents.

It's So Easy Fitting Into This Time (200 CP): Time travel can be a shock. You move a hundred years into the future and find that for all you did to try and improve the human condition, it's descended into a dystopic hellhole run by megacorps where you have to go underground to evade execution, or you travel back in time and find yourself having to protect your evil grandfather's life.

Odd thing is, that you do it pretty well. Oh, the first outing might go badly, but you'll be able to change your habits and behavior to fit into a new situation - whether a new time period or just finding yourself in a new society - quickly and easily, not remaining stuck in the way things used to be, but quickly moving forward and recognizing how the situation around you forces you to change to meet it. Oddly enough this also helps you to tell the truth about your past and origin and have people assume you're joking and roll with it instead of pressing further.

Competent Time Traveler (400 CP): Time travel is hard. Make a mistake and you might paradox yourself out of existence, or butterfly away what you're trying to preserve. You however have a good mind for it. From avoiding paradox, finding points where history can be changed without actually changing history - such as removing someone from the past to your present when they're supposed to have died without being noticed - or predicting the effects of changes in the past to minimize butterfly effect and ensure that your goal of introducing a chemical resistance into the genome of a country via addictive crabs, and given how many different ways time travel can function in this world figuring out the rules for the means you've been sent through time through. When it comes to being an effective time traveler you have a particular talent; it doesn't help you with creating or finding means to travel though.

You Think I'm Unaware When the World Has Changed Around Me? (600 CP): You might not be the sorcerer supreme - and given they were secretly controlled by a demon they might have been lying when they claimed it - but you are unaffected by temporal alterations. When history is altered around you, you will keep memories of both the new and the old world without difficulty telling which is which, and negative changes to your own person will be negated, merging your 'self' from both the original and altered timeline in whatever way is most beneficial to you. This gives you resistance to all forms of temporal manipulation as well, whether it's someone trying to banish you through time, or to freeze you in it; you might not be wholly immune to such attempts, but you will have the means to resist or mitigate them, and with sufficient powers or capabilities to block them completely.

Vigilante Perks:

No Fear No Pain (100 CP): Everyone can focus on things, but you can *focus* on something. By allowing a monomaniacal focus to creep over your mind you can drive yourself forward towards a single goal. In this state you are able to overcome and ignore fear and pain, pushing forward no matter the odds or what stands in your way. You can still be reasoned out of this state, come to the realization that there's a better way, or even be mind controlled to stop, but pain and fear will have no power over you. This monomaniacal focus does bolster your will power considerably, however.

Jumper, This is Me Anon… Let Me Take Over (200 CP): There exists within you another personality. This is a cold blooded, ruthless, personality without any hesitation at the idea of killing, a personality completely optimized for combat. However good you normally are in a fight, this personality is better, possessing a killing edge that makes them react faster, find weaknesses easier, and zero in on the most effective - and brutal - ways to fight faster, all at the cost of being unrestrained in their willingness to hurt and kill, and less concerned about collateral damage and saving lives. You can control when this personality comes out, force it back in again when you're done using it, and even let it give you advice when you're not letting it in the driver seat (or mute it if you don't want it to).

His Mistake Was Challenging Me (400 CP): You possess a mastery of psychic combat. Not only does this grant you talent and skill at using mentally controlled and generated spaces to your advantage in a fight, you are able to draw those who would assault your mind telepathically or attempt to possess you, into psychic combat within your mindscape. Inside such a mindscape you are able to use your emotions as energy to make up for any lack of telepathic capability you might possess, able to battle and win against powerful telepaths with nothing more than sufficiently strong emotions and will. And if you win you can shatter the mind of such an invader.

None of the Great Masters Would be Crazy Enough (600 CP): But you are not one of the great masters, and you are crazy enough to do things that no sane man would even try. You possess a genius for coming up with plans too crazy for other people to even consider. Of course the ability to come up with insane plans isn't always useful on its own. There's a reason that no sane person would consider them. But you find that when you attempt a ridiculous, insane stunt, like jumping from a plane in the hopes of landing on your opponent and stealing their jetpack on the way down, the odds sort of align in your favor. Not only do your enemies - repeatedly - not expect you to do something because it would be so unbelievably unlikely and crazy to even attempt, you will find that

pieces just seem to fall into place so that you do happen to land on your target, or an enemy ship's sensors go down just long enough for you to slip in while dying of asphyxiation.

This does nothing for conventionally sane plans, only crazy ones. This also won't guarantee the crazy plan is better than a sane one would be. But you will find that million to one odds against you aren't so bad if your plan is awesomely insane enough. This will benefit plans that are your best chance for success - or even have a decent chance of success - if they're crazy enough.

Powers:

Whether a mutant, enhanced with nanites or cybernetics, mutated by genetic manipulation or gamma radiation, or simply a comic book super genius or sorcerer, there are many in this world with powers outside of human possibilities. Here you can pick up some of these superhuman capabilities for yourself.

As stated previously you receive a 200 CP stipend to use either in this section or in Items (you may use 100 CP here and 100 CP in items).

Clarion (100 CP): You possess the ability to turn ambient sound and noise into energy you can release as destructive blasts. A speaker playing music could allow you to blast someone with enough force to stun them for some time, or the din of a loud battle could give you enough power to destroy a small civilian vehicle, or blast a man in battle armor. As things get louder you can theoretically get greater power, though reaching the destructive power of Hands That Ravage will be very difficult for you.

Electromagnetic Static (100 CP): You are able to create an electromagnetic jamming field around you. It won't affect visible light, or more energetic frequencies, but it can shut down radio and microwave transmission, and even infrared out to several hundred feet around you.

Gene Doll (100 CP): Illegal on the Earth, but legal in asteroid mining colonies, gene dolls are genetically engineered tube grown humans usually used as female companions for lonely miners. You might not be one, but you possess similar capabilities. Not the ability to have your physical and personality parameters reprogrammed by a computer (unless you want that), but like a Gene Doll set to the highest parameters your physical capabilities are similar to a super serum enhanced 'peak human', and your intelligence is increased to a minimum of a lower end genius. This also allows you a one-time redesign of your appearance and personality; your size must be within the range of human possibility, and nothing can have more than cosmetic effect, but if you'd like elf ears, naturally multicolored hair, or odd skin tones feel free.

Hipshot (100 CP): You are able to psychically generate ammunition for any weapon you are able to carry and fire unassisted or without mounting it on the ground or a vehicle. The ammunition is made of telekinetic force instead of traditional matter so won't melt or easily deform, though it will only last until they are stopped and will only be a basic kinetic projectile without explosives or other special properties.

Infraspace (100 CP): You have been linked - cybernetically or otherwise - to a pocket of extradimensional space. You can summon or store objects within this space, up to the size of a large gun, or send them back while holding them in your hands. This space can store about a large, walk-in closet's worth of volume. It does, however, take time to render an item able to be transported this way, and you cannot transport a living creature. If you'd prefer you can forgo this pocket dimension, and instead use this to take or stow objects from/into your warehouse. The limits on objects transferred remain.

Neural Nanoids (100 CP): You have nanomachines attached to your nervous system. These increase your reflex speed, proprioception, and muscle control to superhuman levels. Beyond that they serve as a - theoretically limitless - cyber-neural interface giving you increased control and speed of data transfer with any technology designed to allow itself to interface with the human mind. This could allow you to cyberdive with almost the same ease as a Cyber-Savant, though it will not allow you to treat other systems like the internet as you would cyberspace.

Subaquatic (100 CP): Perhaps you were part of Alchemax's attempts to create a New Atlantis colony, because you are able to live and function deep underwater. You possess the ability to swim at superhuman speeds, breathe both air and water, the ability to adapt your senses to being in or out of water with ease, to see even in extreme low light conditions when underwater, and low end super strength making you stronger than an ordinary human, but still weak enough that someone with spider strength could overpower you even with the terrain advantage that fighting in the water would give you.

Werewolf (100 CP): You possess the ability to transform into a werewolf-like form, growing slightly in size as your hands become clawed, and your mouth becomes a wolf-like snout. This grants you low level superstrength, speed, and agility - above that of a 'peak human' even slightly above the likes of Captain America - as well as enhanced hearing and a dog-like sense of smell.

Breakdown (200/300/400/500 CP): Your hands hold the power to destroy matter with a touch. Whether through molecular destabilization or accelerated 'aging' of the matter, you could destroy a man, a car, or even an entire house with nothing more than a brief touch of your hand.

For **an additional 200 CP** only one (half) of your hands has that power of destruction. Instead the other hand(s) have the power to heal with a touch. This healing cannot recreate what is no longer there - it cannot revive the dead or restore lost limbs and organs - but it can cure diseases, wounds, or even fix genetic disorders. This healing is

draining to you, however, and curing supernatural diseases, or repeated use, can push you to the edge of exhaustion and collapse forcing you to rest and recover.

For a separate **additional 100 CP** that does not require the above upgrade, you are now able to transmit the effect of your touch through solid objects, allowing you to touch a wall and transmit its destructive force to someone else touching the wall or even a floor it connects to. The range is still limited, the energy is visible as it (quickly) makes it way through so that someone with sufficient reflexes and agility could dodge, and it loses some power in the process but it will allow you to harm - or heal - from afar in an emergency.

Changeling (200/1000 CP): You possess the ability to shapeshift, taking on the forms of other entities whose genetic material you have touched. This only works on biological forms, and won't allow you to copy techno-organics or energy beings, and can only increase or reduce your size from that of a mouse to that of an elephant; though if you're larger or smaller than a human this will scale relative to your own size. This does not copy superpowers, even those that are genetically linked; while you might get increased strength by copying a larger form, you would not gain a mutant's powers by touching them. Once you have copied a form you can retain it permanently.

For **an additional 800 CP** the limit against superpowers is lifted. While you will not be able to copy skills or intellect, you will be able to copy any powers or abilities linked to someone whose form you take on, copying a telepath's telepathic abilities, or a mutant's power to grow by taking on their form. There may be powers too powerful for you to copy this way, though this limit will grow with your own power.

December Winds (200 CP): You are able to project freezing winds which create ice in their wake. This wind is powerful enough to quickly cover a small room in ice, or cover metallic objects in the area in ice. Sustained use might be able to freeze people. Like most Marvel elementals you are immune to cold up to the limits of that you are able to create with this ability.

Heimdolled Up (200 CP): You possess greatly enhanced senses. You possess hearing good enough to follow a whispered conversation, inside of a sealed, moving vehicle, while maintaining a conversation with someone beside you, and other senses similarly improved. Smelling particular individuals, or following someone's movements when they're running at mach speed like they were an ordinary person walking would be easy for you, not to mention possessing telescopic vision. This also increases your reflexes to be able to react to superhuman speeds with relative ease, you might not be able to match

someone running at the speed of sound's movements, but you could manage to slam out a fist where they'd have no choice but to run into it.

I However Am Real (200 CP): When most beings enter cyberspace it is only as a virtual reality avatar, their mind is there but they are not actually real. You, however, are different. You may enter cyberspace, VR, or simulated realities as yourself, forcing them to bend around the full nature and capabilities of your true self, able to use your powers and abilities even if they were not programmed into the simulation.

Most Common Super Power (200/400 CP): Not beauty; these comics were made in the mid 90s and did not exactly have the best art. Instead you are strong. Approximately as strong as Spider-Man 2099, and tough enough that you're effectively bullet proof even to most of the Punisher 2099's weapons, and similarly resistant to most beam and energy weapons; a plasma gas cannon will make quick work of you, but your basic hand blaster will do little to nothing against you. The boost to speed and agility is low to non-existent, only a side effect of your increased strength at most. This power is intended to represent a fairly large range of abilities, from being one of Alchemax's false Aesir created a little early, being a surviving Red Dog, or maybe just a mutation.

For **an additional 200 CP** you possess the ability to fly, capable of acceleration and speeds which can obtain orbital flight, as well as environmental resilience on the level needed to survive brief flights out of Earth's atmosphere and back into it, or to survive the toxic Hellrock without protective gear. This will also increase your strength significantly, enough to smash your foes through walls or tear through solid steel with ease, and while you won't match Primary Mode in full beast mode, you will be able to overcome its baseline.

Red-Scaled Hawk (200 CP): You possess the ability to alter your form, growing thick, leathery red skin (you may choose another color if you prefer), as well as claws and wings. While in this form you are resistant to environmental conditions and pollutants, possess enhanced durability, strength, and agility, as well as low-end enhanced senses, and quickened recuperative speed. You won't match Spider-Spliced for strength or agility, though still strong enough to catch someone who is falling and continue to fly, though you'll be close to it in durability and recuperative speed, and you won't even be close to Heimdolled Up in senses, with your vision being worse than that from Spider-Spliced, and your sense of smell somewhat worse than Werewolf's but your senses will all be beyond those of a normal human. You do have the advantage of being able to fly, and possessing a little bit of everything.

Uproarious (200 CP): You possess the ability to draw on an extradimensional energy source to increase your size to up to approximately 30 ft tall, increasing your strength and durability to superhuman levels similar to the upgraded Most Common Superpower at maximum size.

Winter Song (200 CP): You possess the power to release a powerful electromagnetic pulse from your hand with a touch. While this won't affect living creatures, it can shut down entire vehicles, cybernetics, or even advanced robots. It is, however, not impossible to shield against, and sufficiently shielded machines may prove immune.

If bought with **Electromagnetic Static** you can use this at a range through that ability. Its range will be less than the sheer static, and less powerful than with a direct touch, but you can scramble and deactivate electronics at a range. You can also release a short range static electric blast from your hands, able to scramble electronics and even produce mildly destructive force, enough to momentarily stun a person.

Cerebral (300/500 CP): You possess the ability to sense mutants from across a country, though the closer you become the more precise this sense is; you might be able to sense that there are mutants in New England from Nevada, but you'd not be able to say how many or precisely where, while you could identify that a mutant was in Los Vegas and from across a city you could tell what block they were in, by the time you were in a building if you concentrated you could sense their exact location. As you become more familiar with a mutant you can learn to recognize their specific aura, allowing you to detect them more easily, with greater precision, and from further away, as well as know whether they are alive or dead no matter the distance. In future jumps this becomes those with 'super powers' outside the norm for their race; i.e. devil fruits in One Piece, or Bloodline Limits in Naruto. You may also recognize the manifestations of mutant powers, giving you an idea of how they function, and a sense for where they are, as well as allowing you to easily recognize illusions created by them, or that your mind is being invaded telepathically through such a power.

For **an additional 200 CP** you possess Cerebra's other application of her psychic powers. While much shorter range, limited to relatively close ranges, you can telepathically take over the autonomic nervous systems of others, knocking them out or potentially killing them. Using it on multiple people at once is difficult, but possible, though don't expect to affect more than 2 or 3 at once, and even then you would likely need to catch them unaware. Those who are aware can resist to some extent, and potentially fight back before you can bring them down, but such resistance is merely a delay in normal cases. While this power is telepathic, as you are controlling their autonomic nervous system

instead of their mind some forms of telepathic defense will be inapplicable against it; robots and the undead however are immune.

Crystalline (300 CP): You are able to create and project crystalline objects from your hands. This is limited to simple objects, but you could create a crystalline weapon, a shield, or a wall. You can control the hardness of these crystals, from relatively fragile, to hard as solid stone, and potentially could learn to make them even as hard as diamond though that is beyond you at this point. It is easiest to create objects directly in your hands, but you can create them at a range, even across a large room. You can create these crystals fast enough to encase multiple people who are surprised and unaware of your presence, though encasing someone actively dodging would be difficult for you.

Energy Conduit (300/500/700 CP): You are able to absorb ambient particulate energy from the environment around you, drawing it into yourself causing your body to glow brightly and can hold this power for a time before redirecting it outwards in the form of destructive energy blasts. Your exact limit is unknown, but taking in sufficiently high levels of power becomes painful to you and strong enough energy attacks can overcome your ability to absorb them or knock you out from the pain of the attempt, though if you were able to overcome the pain of the act you could draw the energy from an entire power plant.

This power also provides you with the ability to sense ambient energy around you, while not fine tuned enough to sense the energy in human bodies, you could tell if there was a secret room consuming a large amount of power by feeling the flow of electricity into it. It does, however, possess some limitations. It has difficulty with magic, and cannot absorb the kinetic energy of macroscopic objects so while you could absorb an energy weapon's blast, you'd be unable to do so with a bullet or a poisoned dart.

For **an additional 200 CP** you now produce your own energy passively. While you will still need an external energy source to match the top levels of Hands that Ravage, or Torch, you will be able to release blasts (or glow) without a need for an external source of energy. The amount of energy you can absorb at a time is also significantly increased, the power of an entire power station no longer a strain for you, and will no longer possess the previous difficulty with magical energy.

If you bought the previous upgrade, then for **another additional 200 CP**, you are no longer a physical being, but a nascent energy being. Should your body be killed or destroyed you can continue to exist in the form of a living mass of energy, able to take on a shape similar to your previous physical existence, and continue to use and manipulate

energy while existing merely as self-perpetuating energy. In this form your ability to absorb energy is increased further still, able to take in the energy in a massive storm flooding the American west to fuel your powers without any sign of strain.

Hands that Ravage (300 CP): You possess the ability to project powerful destructive energy from your hands. These energy blasts are strong enough to disintegrate humans, or even low end superhuman mooks, in a single blast, easily annihilate walls, or with a bit more effort to completely eradicate piles of rubble burying you. As this is powered by your own biological energies it is tiring and will eventually run out, but if your biological energies were to increase so too would the destructive force you could theoretically output.

Halloween (300 CP): Like some imitation Loki, you are a consummate shapeshifter, able to take on nearly any animal form, at least from the size of a small mammal to an elephant, as well as to take on various human forms just by observing them. While you are unable to copy superpowers in this manner, even biologically derived ones, you can create new forms by mixing elements of different animals or humans, and express various animal biological abilities in a mixed form. This ability to mix forms also means that you can use this ability to mix and match elements of your own alt-forms, and while you cannot copy the powers of others, you can blend or use the powers of your own alt-forms while doing so.

Intelligent Autonomous Mechanism (300/400/500/600 CP): You are no longer a biological organism. Instead you are a robot. You no longer need to eat, sleep, drink, breathe, or otherwise perform metabolic functions, instead simply needing to recharge your batteries through the use of electricity from time to time. This includes the strength and durability of the unupgraded **Most Common Superpower** for free. As a robot your mind is mechanical, protecting you from certain hazards against it, but rendering you vulnerable to hacking and viruses designed to affect you.

For **an additional 200 CP** your robotic body's specs rival Ghost Rider 2099's. You're noticeably stronger, as strong as the upgraded version of **Most Common Superpower**, and durable enough to survive high end weapons, you could survive barrages that would level buildings without difficulty, though plasma gas guns will still damage you. It's a good thing that you possess repair nanites that serve to provide you with accelerated healing, allowing you to 'heal' most damage in minutes, though sufficient damage in a short time such as antimatter weaponry will tax these nanites. These nanites are capable of rebuilding your body from small pieces, allowing you to regenerate from near total damage over time.

You also possess a variety of weapons built into your form, weapon grade lasers in your eyes, a retractable electrically charged chainsaw in one arm, and a hand formed of a morphable nanomer alloy capable of reshaping itself into monomolecular claws. You possess the ability to change from the bulky and armored combat form described above, to a more human sized civilian form, with a holographic display capable of being used to disguise yourself as human, or to wreathe your head in holographic flames. If this holographic disguise is insufficient, you also possess a stealth field capable of rendering you invisible, though this drains energy quickly and will force you to find a means to recharge. This also improves your sensors, including infrared detection, and other superhuman senses; nothing to the level of Heimdolled Up but still superior to the model above, these include automated targeting systems to improve your aim. Finally as one of the best robots this world can produce you are of course capable of interfacing with other computers at extremely high speeds.

For **an additional 100 CP**, that does not require the previous upgrade, like Zero Cochrane, or Gold Heart, your mind is easily able to be uploaded into other machines. While only one copy of your mind will maintain your jumper status or perks, you can transfer the data without worrying about 'dying' or the new machinery being unable to run 'you' as long as it possesses a functioning computer. Your program takes up less space than you'd expect, you could be put on the guidance system of a high end skybike of this era and not only would you still be you, and capable of your full cognition, it would still work as the guidance system of the skybike; though with 1960s technology you might need a room sized supercomputer. If bought along with the above upgrade, your cognitive abilities will adapt to superior hardware, allowing them to expand if you get access to better systems, or started cloud computing off of the entirety of cyberspace.

Spider-Spliced (300 CP): You possess your basic spider power suite, enough strength to lift a van, or a small truck, superhuman reflex speed and agility allowing you to dodge gunfire, enough durability to take blows from someone who matches your strength, and an increased recuperation speed to recover from broken bones in days. You do not however possess a precognitive spider-sense, you do, however possess several abilities the original Spider-Man did not. You have retractable talons which can stretch from your finger and toe tips, capable of serving as dangerous cutting weapons; these talons are used in your ability to cling to walls and surfaces to climb them and must be able to reach such a surface to allow you to climb on it so you cannot be wearing boots or shoes, or regular gloves. You also possess venomous fangs capable of producing toxins able to knock out even some superhumans in a single bite, organic web-shooters, and enhanced vision which is both capable of seeing in near darkness and accelerated allowing you to

observe high speed objects with ease and helping you to follow precise positions and movements (useful for dodging gunfire without Spider-Sense). This process doesn't leave you sensitive to light like Miguel.

Alien (400 CP): Are you another member of Avatarr's species? You show the same capabilities as he did. Your blood, saliva, and possibly other bodily fluids are powerful hallucinogens, causing those exposed to them to begin to hallucinate similar to if they were on psychotropic drugs. Your saliva is also a powerful acid able to eat through powered armor, and you possess strength similar to that of the Most Common Superpower and resilience only somewhat shy of it. To make up for your reduced resilience you have impressive regenerative capabilities, able to seal a hole through your body or rebuild collapsed lungs in seconds. It is not, however, able to regenerate damage to your central nervous system; though if you'd like your brain can be relocated to your stomach like Avatarr's.

Clobberin' Time (400 CP): You possess greatly increased strength and durability. You could take blows that sent you flying through multiple buildings and stand back up fine, or deliver similar blows yourself. You possess strength and durability similar to that of Ben Grimm, the Thing, putting your sheer physical strength and durability beyond any other option here other than the Hulk, or Metal Mimicry with certain exotic metals.

Glitterbright (400 CP): You are able to absorb light as energy and sustenance, replacing your need to eat or drink, and increasing your stamina and ability to go without sleep. More than just absorbing it for sustenance you are able to store this energy and release it. You can send out blindingly bright flashes of light, light with enough intensity to burn a human and kill them, or concentrate it into such a density you can shape semi-physical objects from it, able to form weapons that could hurt even a living metal individual, or other superstrong beings, possibly even turning it into other constructs of light - such as replacing a lost arm with one of light - though it seems to come most easily from your hands or the stump of an arm. This power does run on light, and trying to fight in a place of complete darkness will see you soon running out of power, though with a shaft of light you could break out of a cave you were sealed in while fighting an alien creature.

Illusion Casting (400 CP): You are able to project telepathic illusions into the minds of others. These illusions can assault multiple senses at once, and you can project an illusion into several minds simultaneously, however they lack actual physical substance and cannot actually harm someone made to perceive them. Awareness that they are an illusion and active use of willpower to disbelieve them can shatter the illusion and remove the image from someone's mind. These illusions can add sensations but not remove them,

and attempting to use them on one with superior senses to your own will be difficult, if not outright impossible for you as you are now.

Metal Manipulation (400 CP): You are a metalokinetic, or perhaps ferrokinetic, able to control and manipulate ferrous metals from afar. Your range does not seem to be particularly great, perhaps allowing you to reach across a large room, and the amount you can control and your finesse are similarly limited, but in a world of steel and iron you can turn it all to your purposes.

Metal Mimicry (400 CP): You possess the ability to transmute your body into living metal. To do so you must be touching a metal object, and you will become a living form of that metal, able to move and retain flexibility while gaining superhuman strength and durability. You will take on specific properties of a touched metal - gold will be softer than other forms, copper will be an excellent conductor for electricity, adamantine will be nigh invulnerable - though your strength will typically remain within the range possible for Primary Mode below, and your durability somewhat higher. While metal you do not bleed, breathe, or show most forms of metabolism, though certain superpowered diseases can still affect you.

Primary Mode (400 CP): You possess the ability to shift from your normal form into a larger, horned form of a primal human with powerful, retractable claws. In this form your senses are enhanced, able to see and hear further than a human, as well as a higher range of frequencies, and possess the ability to see in near total darkness. Your sense of smell is enhanced enough to identify people and objects by scent, as well as allow you to consciously detect pheromones to help determine someone's mood by sense of smell. Your animal instincts are also enhanced, helping you to see through illusions and hallucinations.

In this form you possess superhuman strength capable of slamming through walls, sending small vehicles flying with a single blow, or tearing apart military ones, durability enough to survive taking a machine gun to the chest, enhanced agility and speed, and enhanced regenerative capabilities enough to heal from taking a machine gun to the chest within moments. When you regenerate in this form, your body grows stronger, more durable, and larger, up to a limit of a hulking size similar to the Hulk's own, strength enough to lift and throw a tank several times its own length, and durability to take blows from a creature with similar strength to your own. This building strength and durability reset, however, when you return to your normal form.

Streaker (400 CP): You possess superhuman speed. You are capable of running at a maximum speed somewhat about that of the speed of sound, and possess the reflexes to match such a speed. Among the required secondary abilities that come with this are the ability to use this speed to accelerate your ability to process and memorize information, enhanced stamina allowing you to maintain full speed for hours straight, resistance to the force of your own speed, and accelerated healing processes allowing you to recover from injuries at several times the speed of a normal individual.

Succubus (400 CP): Like La Lunatica you possess a form of psychic vampirism where you can uncover an individual's buried trauma and most painful memories and experiences and force them to vividly relive it with a touch; depending upon their past pains and their own mental fortitude this has the potential to render a victim catatonic (though some individuals may only be pissed off), and also the side benefit of allowing you to view their most traumatic memories and their mindset in them. When you do so, you can feed on these energies, enhancing your own physical capabilities. Even playing hero and feeding rarely you could keep enhanced 'peak human' capabilities, but feeding regularly you could match Spider-Spliced for strength, and durability, and Primary Mode for agility and if you were well glutted you could go beyond to levels of strength surpassing the baseline for Primary Mode (while also possessing enhanced agility on the level of Spider-Spliced); this stored energy can also be used to accelerate your healing and recuperation to levels similar to or beyond Spider-Spliced, and potentially used as a power source for other powers you may possess that are fueled from your internal reserves of energy.

Technological Regeneration (400/600 CP): Like the mutant Junkpile, when you are injured your body is able to draw in nearby pieces of technological construction and use them to rebuild your body in cybernetic form. Your brain, and at least some part of your respiratory system to sustain it, needs to remain intact and alive, but any other injury will see you drawing in nearby technological components and telekinetically reconfiguring them into a cybernetic body around you. The quality of this body naturally depends upon the components available. If these cybernetics are destroyed or damaged you will be able to pull in more to replace them, though there must be a certain amount of structural integrity to the scrap used to rebuild your body.

For **an additional 200 CP** you no longer need external technological components to heal. You still can use and incorporate them into your body, but your body will now quickly regenerate damage to itself through the formation of technoorganical replacements. The technoorganic limbs also grant you the ability to re-arrange and control machines with a touch. Unlike Machine Telepathy this control doesn't extend through networks, but you

can cause them to shift in shape or drive a (hover) bike simply by placing your hands on it and willing it. This also allows you to perform limited shapeshifting of your technoorganic limbs, extending them outwards to several times their length, or reshaping them into various relatively crude forms.

Cybershamanism (500 CP): You are a practitioner of the spiritual-mystical art of cybershamanism. Combining modern technology, with shamanism understood through an anthropology by way of Hollywood lens, you possess the ability to disrupt electrical systems and technology. This ability is limited to your direct presence on your own, but it will scale to the transmission systems available to you; a major Hollywood system for global broadcast of holo entertainment could give you the ability to disrupt all electronics in a major city (like Hollywood) or possibly across California if you really tried.

These arts also allow you to summon forth spirits from cyberspace - or other similar computer information networks such as the internet in future jumps - crafting them from the mass subconscious by way of electrical data created and exchanged. To do so will require spiritual or mystical energy, either gathered yourself, or drawn from the faith and belief of your followers, and the amount of energy available will determine the number and strength of cyber spirits that you can summon.

Elastic (500 CP): Like Reed Richards your body possesses a plasticity that is absolutely fantastic. You are able to stretch, deform, or change your body in the same ways as Reed Richards himself. You can instinctively deform to resist bullets or other impacts, momentarily catch an entire mountain - though the strain might knock you out - stretch over a thousand feet, simulate levels of super strength by increasing the density of your muscles, become thin as a sheet of paper, or flow through openings that are nearly water tight. In short, while you don't possess his genius, you possess the same power to contort and deform your body as Mr. Fantastic himself.

Electro (500 CP): You possess a suite of electricity based powers. You are able to project destructive levels of electrical energy, enough to knock out or kill ordinary humans, and even superhuman with sustained focus, though not on the level of destructive capability as Hands that Ravage. You may also use this electrical energy to propel you through the air in the form of flight. Finally you are able to perceive and sense electrical impulses over a large distance, allowing you to detect the use of machines, and even identify individual humans through walls by means of the electrical impulses in their bodies.

Machine Telepathy (500 CP): You possess the ability to mentally communicate with machines. This allows you to operate machines from afar, controlling even advanced machines with nothing more than your thoughts, able to influence them much like a telepath would influence a human or animal mind. A machine that is sufficiently damaged might prove beyond your ability to fully access, feeling 'dead' to your mind, and an AI might be able to resist your control much like a human can attempt to resist a normal telepath. Your range isn't far, several yards though it may be able to be trained to be somewhat further, but with access to the internet, cyberspace, or another similar network you could project this control through the network.

Seer (500 CP): You possess an ability to see the strands of fate. This is not a precise roadmap of the future, or the ability to see events exactly, but you can sense the vortexes and whorls of fate, and possess a forewarning of major events. You might know that a man's plans for world genocide will succeed unless something deters their course, or that an individual bears the mark of fate and could be a champion and rival to the former man, though this power would not allow you to guarantee who among them would emerge victorious. This gives you presentiments as to the end result of events you witness, and how best to respond to them, as well as the potential fates of those you see or encounter. Be warned it is not a perfect sense, more probable than certain, and those marked by fate as important have a way of skewing events around them. Still even if imperfect, it is reliable enough to give you an advantage in most situations, and foresee the possibility of dangers. Just try not to forget to use your brain as well and to keep contingency plans in place.

This power is psychic in nature, and this psychic power also provides you with the ability to occlude your thoughts and those of others to mind readers. This can also help protect you from fellow precogs and other psychic senses. It requires an active effort on your part to fully shield yourself, or to shield others at all, but a lower level shield will be maintained at all times on yourself making you somewhat harder to read or detect.

Ten Minute Man (500 CP): Like Dean Gallows some accident has transformed you granting you the ability to transform yourself into living energy. You can use his power to selectively make parts of yourself phase through physical matter - with enough precision to reach through armor and someone's chest to grab their heart - project energy beams, or to transport yourself via the signals of communication devices or along the wires of various electronic systems. Unfortunately you perform these feats by converting your body into energy, and you have a limited amount that you can use at a time without it killing you. This limits the duration of your trips to a few minutes - though given you're potentially traveling at light speed that shouldn't be too much of a problem - and how

much you may use your energy blasts. Despite theoretically being total conversion the energy blasts show nowhere near the power of antimatter-matter conversion - in fact seems to be lower powered than a typical bolt of lightning - and phasing will drain you fairly quickly.

Torch (500/550 CP): You are a powerful pyrokinetic, capable of producing truly staggering amounts of fire and heat. You are a peer to Johnny Storm, the Human Torch, and are capable of matching his feats and abilities. You might need to train and grow in your use of your powers, but with time you could melt island sized asteroids, explode your way out of mountains. Even now you are able to flame on, covering yourself with flames and increasing your durability in the process, flying at high speeds, and devastating use of fiery power.

For **an additional 50 CP** you are able to produce fires that 'burn' underwater like the Timestorm Human Torch or the mutant atlantean Whisper. How this works without immediately boiling the water around you, and creating a dangerous explosion of water vapor, I don't know, but you will be able to maintain your flames in an underwater environment.

Triumvirate (500 CP): You possess rocky skin covered with a mixture of fiery heat and arctic cold winds. This grants you enhanced strength and durability somewhat weaker than the Most Common Superpower, as well as the ability to project fire or icy wind on a scale similar to December Wind. You are also able to split yourself into three, one of which retains your rocky skin and enhanced strength, the other two forming living fire and an icy cold living cloud respectively, and dividing your other powers and abilities between the three bodies as you see fit, either equally or with certain powers going to certain forms.

Ugly Green Guy (500 CP): Gamma radiation has empowered you. You are now able to turn into a massive, hulked out monster similar to Hulk 2099. Your color is up to you, if you don't want to be green, but you'll take on an odd skin tone, grow significantly, developing claws and a barbed tongue. You possess immense strength, durability, and regenerative capabilities, theoretically equal to those of the Hulk, though Hulk 2099 never showed the heights that Bruce Banner reached. Like John Eisenhart, you possess much more control over your transformation and transformed self than Bruce Banner, able to hold it back, and to avoid losing yourself to rage while assuming the form. Of course, you are a hulk, and the angrier you get the stronger you get, with a rage like Bruce Banner's own you could grow to equal the original Hulk in truth though you might find it hard to control yourself in such a state.

Bookie (600 CP): You have a superhuman ability for analyzing data, processing it, and using it to make predictions; you could easily accurately predict the winners of dog or horse races by observing their old races, and the more information you possess the more accurate and long range predictions you can make. With access to a world wide information net you could very accurately predict the flow of world events, even those that were intentionally obfuscated, or even an alien invasion that was proceeding in near total secrecy and where would be high ground when impending climate change and said invasion brought about an apocalyptic collapse. This makes you spectacular at planning, predicting behavior, and predicting events. In case it wasn't obvious, it comes with photographic memory, and infinite memory storage with the superhuman indexing required to use it.

Graverobber (600 CP): You are able to use your bio-electric field to reanimate intact corpses as the undead. These undead beings will retain their powers, and even their minds and memories. You are able to control and influence their wills, though it's possible for them to struggle or resist, and they are linked to you as your bio-electric field keeps them animated and should you die or simply cease to animate them they will die. The exact number you can reanimate and control is unclear, at least a half-dozen on your own, though with an outside boost to your energy you could theoretically reanimate a whole city.

Invisible Force (600 CP): You possess the apparently related abilities of invisibility and force field projection. Like Susan Richards, the Invisible Woman, you are able to turn yourself or even others invisible, and potentially create powerful force fields able to hold up to even blows from entities like Thor or briefly from blasts from Galactus. Like the Invisible Woman you will have to learn and master your powers to reach these heights, but even at the beginning you will be able to use both invisibility and force fields, and you can grow to be every bit her equal.

Strange (600 CP): You are a sorcerer. What you lack in skill you make up for in raw power and talent, being Strange's equal. That is Jeannie Strange as she was in the original run of Marvel 2099. This doesn't really give you much in the way of magical skill, Metalscream appears to have been more than your equal in that regard, but you possess the talent and raw sorcerous power to potentially claim the title of Sorcerer Supreme in this age, and to become worthy of that mantle with time and study as shown by Jeannie Strange in some of the other versions of 2099, Earth-928 or otherwise.

Transmutative Gaze (600 CP): You possess a transmutative gaze, similar to that of Cyclops 2099, though with somewhat altered limitations. Unlike Cyclops 2099 who seems to lack any ability to control his gaze other than to keep his eye forever closed, you can turn off the power. However in exchange the power is highly draining, and can only be sustained for a short time before needing a lengthy recharge. When you use this power, your left eye (you may choose for this to be your right eye instead when you take this power) releases a massive blast of transmutative force, seemingly altering reality in its path. This is an extremely uncontrollable power, requiring line of sight and enough matter or distance will block it even then, but in the range of this force everything is changed in a random manner. You could turn a woman to salt, destroy a mound of adamantium, turn giant robots into water, or other similar effects, changing what you gaze upon into something else; as living things and complicated machines tend to require a certain amount of metastability this random transmutation will usually render them inert.

False Messiah (800 CP): You possess extremely powerful telekinesis. Levitating yourself and another in a deluge of Biblical proportions while causing the rain that should be falling upon you both to simply vanish would be casually easy for you to perform even while fighting an entire team of X-Men. With a simple thought you could launch a man of living metal miles away, create shields that disintegrate projectile crystals launched towards you, or crush buildings. With a bit of focus you could whip up a hurricane of telekinetic energy to tear apart Atlantean warships. You aren't invisible, an energy blast drawing upon the kinetic energy within the aforementioned deluge might be able to knock you out despite your passive telekinetic force field, but even without training or experience your telekinesis is immense. With experience you may be able to obtain the fine control to match your raw power.

Sphere of Influence (800 CP): You possess a small sphere around yourself - about 3 meters in diameter if you're human sized - in which you can warp reality, or as the possessor described it "The only natural laws that operate in here are the ones I happen to like." Within this sphere you can render matter intangible, fly, destroy objects, paralyze people, shrink people, communicate telepathically while preventing other telepaths from eavesdropping, create energy which launches outwards, reverse the flow of time, and theoretically much more. This doesn't necessarily mean you're invulnerable within it. Using these powers requires your active concentration and will, and can be both difficult and exhausting; while going intangible or teleporting is relatively easy, doing something like reversing the flow of time even a few minutes to revive someone recently killed will push you to your limit at least at first, and trying to simply heal someone from the edge of

death might fail. Even outside of the limits exhaustion place upon you, if you pulled someone in they could still headbutt you and knock you out if you didn't actively use your power to stop them, and someone capable of controlling or projecting sufficient power could simply overwhelm and even temporarily destroy your sphere of influence; be wary of other reality warpers and even just telekinetics or magic. In the end, however, your stamina and wits will be your biggest limiters within this small sphere.

What Comes Next is as Simple as Finding a Cure for Cancer (800 CP): By which we mean you can do it over night with obsolete equipment (at least by 2099 standards) if you set your mind to it. You possess nearly unrivaled scientific brilliance. Nearly because Reed Richards does exist. You are his new rival when it comes to a scientific mind, capable of matching his scientific brilliance and intellect. This won't come with the vast amount of knowledge and experience he already has, so you'll need to start studying, but you possess photographic memory, the ability to absorb scientific knowledge like a sponge absorbs water, the creativity to go beyond what you can learn and invent something new and fantastic, and the fiat to keep comic book science working in future settings. Given the time to grow into your new brilliance (or an appropriate purchase of Golden Boy) it would be possible for you to lock yourself in a room with computer related scrap and junk in a week of feverish creation and create a fully self-aware AI that was capable of hacking an moon-sized advanced alien AI empire and destroying it.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general 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.

As stated previously you receive a 200 CP stipend to use either in this section or in Powers (you may use 100 CP here and 100 CP in powers).

Handblaster (50 CP/1 Free): This is a basic handgun, it's the 90s and most people have one so you get one as well. Inconsistent whether energy weapons or conventional firearms are the norm, so you can pick which you want. Comes with one reload a day.

Garbage Truck (50 CP): This is an antique garbage truck. Despite its age, and nature, it is ridiculously armored, able to crash straight through the fronts of buildings, or take weapons that would total most cars without damage, more comparable to an armored military vehicle than anything civilian. It is also, somehow, able to function as an excavator. It self-maintains, repairs, and 'refuels' when not in use.

Public Eye Maglev (50 CP): This is a flying bike like those often used by the Public Eye. About as fast as a car, but able to fly, and possess a small energy weapon in the front that can destroy similar craft, or wound - potentially knocking out - a person struck by it. It self-maintains, repairs, and 'refuels' when not in use.

Spear (50 CP): Made of advanced 2099 alloys leaving it stronger and sturdier than any real world metal - and always strong enough for you to use it as a weapon - and able to release a capture rope from near the head which can extend and wrap around a human sized target close to the spear's head; strong enough to contain Spider-Man though be careful of his claws as they could cut the rope.

Stasis Gel Cell (50 CP): Or really more tube. This tube, sized to fit an adult human, is filled with green slime deadens the nerves and slows the body's metabolic rate to a minimum when submerged within it, effectively preserving someone inside it in stasis. Yours do not require an external power source.

Additional purchases are not discounted, but each purchase quadruples your number of cells. 2 purchases would give you 4 cells, 3 16, 4 64, etc.

Briefcase Drone (100 CP): This briefcase can, by pressing a button and throwing it, transform into a small, flying automated attack drone. Armored to withstand small caliber firearms and basic energy weapons, and possessing a pair of standard energy weapons itself, this drone will pursue and attack its designated enemies on its own; enemy designation appears to work through some unexplained mental control.

When destroyed it will be replaced within 24 hours.

Holo Suite (100 CP): This large room, about the size of a gymnasium, functions much like a holodeck with technology based on the X-Men's danger room. Specific gravity fields give an illusion of substance while sophisticated temperature controls can give the illusion of differing temperatures, can synthesize scents and produce them from certain surfaces. These holograms are capable of potentially lethal force, where a human is concerned, but cannot push significantly above the level needed to kill a person or even reliably kill one, and will be limited to more bludgeoning than piercing force. Comes with only very basic preprogrammed holos, though they do include a Sentinel attack.

Wing Harness (100 CP): This harness includes robotic wings possessing mag lev and anti-grav technology. It allows the wearer to fly at speeds somewhat higher than a normal maglev bike, carry aloft another individual while doing so, and possesses significant maneuverability and agility, greater than an ordinary human would possess on the ground.

Comes with a pair of metal 'claws' capable of allowing an ordinary human to smash or cut through concrete.

HERF Cannon (200 CP): A HERF - or High Energy Radio Frequence - Cannon is a type of gun designed to shut down machines and computers. It has the side effect however of overloading neural feedback systems and boiling the brain of one controlling the machine. Since you're paying CP for this it won't only affect machines but any remote, thought controlled avatar or drone, including the feedback effect causing sympathetic damage in the controller. It will be able to overload and damage their systems, and in doing so create feedback that damages the controller as well. It's not strong enough to one-shot an advanced suit of armor here, but enough damage to shut down a suit of armor designed for emergency and rescue services across the spectrum of Earth environments would be enough sympathetic damage to destroy a human brain.

Megatron Particle Accelerator (200 CP): This building, about the size of a warehouse, contains a high energy particle accelerator far smaller than CERN but no less energetic. Besides serving as a particle accelerator if you need one, it has the capability of destroying the soul of someone - or something - placed into it. If you threw a person into where the particles would be hitting not only would it tear them apart physically, but it'd destroy their soul once it did; if they're something more than human you might need to find another way to kill them, but it will still bombard the soul of beings who die in it and destroy their souls to end them permanently.

Power Inhibitor Ammunition (200 CP): This ammunition takes the form of decently large metal devices capable of covering a large part of the forehead. If aimed properly they will scan and identify a target's mutagenic signature and home in on them based upon it. While lacking the velocity and penetrating power of normal bullets, once one has latched on it nullifies mutant and mutagenic powers, and in future jumps will similarly nullify superpowers. Though be warned some things may be too powerful for this ammunition, and it won't negate abilities which are part of the default of the species.

This ammunition can be used in ordinary guns, apparently unfolding from a bullet like slug when fired. You get 10 shots, restocking daily if used.

Tarot Cards (200 CP): This is a deck of tarot cards that actually works, sometimes. Not so much for a proper tarot reading, but sometimes if you draw a card from this deck you will have a strong feeling is important, somehow giving you a small amount of information as to a major event upcoming in your life, usually danger to you and those you care about. The card will reflect the event in some way though it's up to you to interpret it, though you will have some gut instinct for whether it's a good or bad event. The Tower might tell you that severe danger or disaster looms unless prevented, or the Lovers might tell you that one you love is in danger, though it could be that a new lover will present danger to you or an intimate, or with a more good feeling maybe that a lost lover will be returning.

Danceteria (300 CP): This building contains 3 miles of dance floor with an ambient psychosonic and sublimiretinal enhanced environment. Outside of technobabble, its music is laced with subliminal effects which work to lure an unprotected mind into a trance like state. You can program in quiet zones where noise is dampened in passing in or out, areas free from these subliminal effects. Subliminal effects are typically mostly related to getting people to dance and not stop, but you can add things like a compulsion to ignore what's happening in certain areas. The massive dance club belongs to you, and it comes with a staff to run it for you, and willing to use its subliminals to your purposes.

Goblin Suit (300 CP): This suit, falling somewhere between powered armor and a costume, provides several advantages when worn. It grants increased strength - slightly inferior to that of Spider-Spliced - and provides enough of an armoring effect to allow you to trade blows with a Spider powered hero. Beyond this it can be used to fly, though its speed is limited and its agility only comparable to that of a human, and possesses a stealth mode allowing the wearer to become invisible for short periods. Its gloves possess its main weapon, the ability to launch bolts of psychedelically colored energy that induce VR hallucinations of goblin suited individuals into the minds of those struck by them; these hallucinations only last for minutes, but can be highly disorienting to one not expecting them.

It comes with a supply of energy shock grenades capable of inducing an electrical charge in nearby metallic objects. These shocks are not particularly destructive, but enough to make a gunman drop his weapon. This electrified state only lasts for a few minutes. These grenades will resupply regularly between battles.

As a super costume it will adapt to your powers not being impeded by them and will change shape with you. It is, however, less form fitting than most, partially disguising your build with fake muscles, and a generally masculine appearance.

New U Clinic (300 CP): This is a mind transference clinic. While, for some reason, incapable of copying a mind, it possesses the technology to safely transfer minds from one biological body to another. This technology can also be used to erase minds. It comes with a trained (NPC) staff who act as followers and may run the clinic for you while you are not there, or if you need to make use of its services.

Nitroburn (300 CP): Others may have their flying bikes, or their supersonic air cars, but this is the car. The Nitroburn is a ground based vehicle, capable of continuous operations at high speeds. Its terrestrial speed is of less importance than its other abilities. When accelerated it is able to make teleportative jumps allowing it to cross from the east coast to somewhere in the Mojave within a short period, as well as being able to become intangible to phase through walls and objects; both do seem to be draining on its power source, requiring it to be allowed to recharge after consistent use, though it can recharge while driving at approximately the speed of sound. It will also automatically maintain itself, and will repair when not in use; though it is tough enough to crash through a wall while coming to a stop from hundreds of miles per hour and simply use it to help break. Comes with wireless connection to cyberspace, or wifi compatibility in future jumps, and gps; these can be disabled, but they are used by the navigation computers for

teleportation and to aid the driver in driving at high speeds. Capable of neural uplinking for direct mental control.

Oasis (300 CP): This is a small settlement which is invisible to satellite imaging. Geo-thermal power provides enough clean energy to run it for centuries, and this will reset at the start of each jump, and its hydroponic farms provide clean, non-synthetic or chemical laden organic crops. Cryogenic chambers underneath can be used to freeze people to sit out a viral apocalypse and it comes complete with missile silos though if you want retrovirus laden missiles you'll have to provide them yourself. Does not come with a population, however it will retain modifications, including inhabitants. It can, however, be reset to its original state at the start of any jump; in case of unwanted modifications like being destroyed.

Quirky Tribe (300 CP): This is a small American town away from the big cities that dominate the coasts. It has devolved into a sort of technobarbarism, being simultaneously technologically advanced in certain fields while backwards in others, and reduced to an almost savage, pre-industrial lifestyle. The exact details are up to you, but this town, and the quirky society within it, will follow you from jump to jump and retain modifications. It can, however, be reset to its original state at the start of any jump; in case of unwanted modifications like being destroyed.

Resurrection Urn (400 CP): This urn contains an alien which can somehow be made to become the body for a dead individual, if the individual is strongly thought about and remembered by one holding it, and in so doing allow the individual to be revived through it. It can only be used once, and the individual must have existed in the current jump, but you get a new urn at the start of each jump if you have used the old one. Now normally this would be treated as not the original, but some sort of clone, but in the comic everyone treated it like it would be the original so this will be guaranteed to be the original restored. If you die, have no other 1-up, and have not yet used this urn it will automatically transform the alien within into a new body for you, resurrecting you.

White Heat Formula (400 CP): You now have the formula to create this highly addictive street drug, and because you're paying you will be assured the ability to make it without needing to resort to exotic materials, only needing real-world materials and it will retain its rather special effect. Oh yes, its special effect. See this isn't just any highly addictive street drug. In megadoses it kicks the metabolism into overdrive, boosts IQ, the whole nine yards. It's like (a temporary version of) the supersoldier serum that made Captain America, except as a highly addictive street drug. If you've got the chemistry

knowledge you might even be able to produce a non-addictive version, and mitigate some of the drug-like side-effects.

Eye of Agamotto (500 CP): Vox had one, as Sorcerer Supreme Jeannie Strange should have another, and this would account for the 3rd, or maybe a 4th? Of course each eye is supposed to have different powers, but we don't know which Dr. Strange has (probably Truth) or what the specific powers of the others are.

It possesses many powers and abilities: it is able to release light which can weaken evil mystic creatures such as demons and dark extra dimensional beings; can project an 'all-revealing' light which reveals all illusions and disguises (this has been blocked before); can reveal past events; can facilitate mental scanning or communication; follows you in astral form; and acts as a very powerful external source of magical energy to empower your magic and facilitate certain greater spells and rituals. It is one of the most powerful magical tools in this world, and it now belongs to you. Normally the eye might object to working for evil beings - though this has been overcome on several occasions - but yours will always recognize you as a rightful user.

Time Machine (500 CP): This is your very own time machine. There were several in the stories, so the exact details of the design is somewhat up to you. It will require a room sized machine, take enough power to power a city for hours at least, and only be able to transport 1 person at a time, though it could send more back after cooling down and being reset. Unfortunately, time travel in these stories tend to carry several issues, even Doctor Doom was forced to settle for a crude machine instead of his normal Time Platform.

For this time machine it can change the current timeline as opposed to simply creating a new fork unlike certain other methods. On the other hand it is not the most precise to aim unless there is already some chronal distortion at the period; you'll be unlikely to get a precise date, and even the desired year is not guaranteed, of course following such a chronal distortion tends to follow the rule where a minute in the present is equal to a minute in the past so if you send someone back and then wait 20 minutes to send something else back to follow them it'll arrive 20 minutes after they did and not a second sooner. This also throws out attempting to travel less than at least a decade in the past. Finally the fabric of time is fragile, if you meddle too much you risk causing time periods to leak into each other, and to crash together. One or two minor changes won't do much, but try to erase something like the Age of Heroes, or the Roman Empire, and you'll probably break reality and your own existence in the process, and the more you time travel the more these dangers grow, so it's best to have a short list of trips you intend to make. Comes with a communicator that can work across time; of course this

communicator is a source of chronal distortion and will remain linked with the time machine's temporal reference point (1 minute here will move it forward 1 minute in whatever time frame it's in).

Meta-Genome Project Data (600 CP): This shouldn't exist yet. It shouldn't exist till the end of these comics, and only possibly even then. This is a recording of the human genome and its meta-human possibilities. How long it'd take to make this is unclear, to fully utilize it from the start of the project would be 300 years. You're getting a head start, you have the full mapping that would be done in that time, though you do not have the finished research on the factor to activate the meta-gene, it should be possible to complete it. This won't give you absolute control over how it activates, but with time and effort you could use this to induce mutagenic powers in any human being, of this world or of others.

Anti-Hero Items:

Power Bat (100 CP): The power bat is a club-like weapon, which has variable density settings ranging from rubber to titanium depending upon what level of punishment you need to apply. No matter how strong you become, the power bat will scale in durability with the force you can apply and not break from your use of it as a weapon; and even if you are striking with superhuman strength when you set it to the lower density settings it will remain non-lethal.

Armaments (200 CP): You possess a small collection of weapons above the power of a common hand blaster in this day and age.

First is an antique 2015 .54 caliber magnum. Described as the last (though we're shown non-antiques that are newer) and finest gun to ever spit steel. It is a chainfed magnum capable of fully automatic fire, and capable of penetrating many 'bullet proof' uniforms, as well as shredding armor designed for lasers and energy weapons instead of physical projectiles. You get 1 chain of ammunition, but it'll reload itself if you give it a few minutes.

Second is a .48 caliber Stark-Fujikawa Street Pacifier. When you want to take a single shot and not hose down an entire room with chaingun fire. Another advantage is that the gun doesn't seem to need to be reloaded, taking maybe 30 seconds to 'reload' itself when emptied.

A small wrist-mounted crossbow, designed for penetrating light plas-steel armor, provides an emergency shorter range option if someone gets too close to comfort or one of the other guns jam. Plas-steel armor is mostly intended for energy weapons, so it won't be much good against even heavy medieval armor, but should still shoot through chainmail just fine. You get a dozen bolts, but they'll resupply over the course of an hour.

A ceramic machete, capable of telescoping in length to the full length of a sword is a final option for if hand to hand combat comes to you.

And then there's the plasma gas cannon. This heavy 2 handed weapon doesn't have exactly the best range being similar to a plasma shotgun, but if you unloaded a full tank it'd be enough to take out a Red Dog or one of Alchemax's false Aesir, showing even bullet proof 'gods' their true mortality. Could even take out two if they were positioned right. You only get 1 full tank of plasma gas, and it takes a day to refill.

You possess 3 Heat-Haze Anti-Personnel dart missiles. With a longer effective range than the handguns or the plasma gas, these missiles possess limited ability to redirect

themselves in flight, and explosive heads. They aren't powerful enough to take down a tank, but they can blow someone up. These missiles will resupply one a day.

Finally you possess 3 smart targeting grenazers. Decide who you want dead, pull the pin, and throw, and they will release several laser bolts towards the selected targets, spinning to bathe them each in multiple lances of devastating energy, even maneuvering to better position themselves. A single one of these could take out an entire room of people with cover if they weren't protected from such energy. These grenazers will be replaced one a week if used.

Tritonium (400 CP): This is a self-regenerating, highly explosive, high energy power source. You have a chunk about the size of a human head, enough to blow up a mountain, or to power a (small) country near the end of the 21st century for a hundred years of growth though this would expend it even with its rate of self-regeneration. You get a new one every decade, and yes can stockpile them.

Thought Detection Program (600 CP): This is a copy of the technology used by Jacob Gallows as head of SHIELD under President Doom. It can detect 'anti-social', violent, or other general types of thoughts and track them, though it was designed for confirming guilt not following people and its accuracy as a tracking device leaves something to be desired. Even so it can accurately pick up on certain types of thought patterns, and tell you, in general terms, what is in the minds of those you scan with it.

You get a collection of handheld scanners, several open topped hover gunships that hold about 12 people with longer range scanners and guns, and a satellite that can detect high intensity thought patterns or large clusters of people with such patterns from orbit and scan an entire city at once. Plans for making more of the thought detection tech included, though if you want to modify it to detect other types of thoughts you'll have to figure that out yourself.

Hero Items:

Unstable Molecule Costume (100 CP): This is a costume designed for you made of unstable molecules. Due to its construction from unstable molecules it will adapt to your powers, changing shape with you no matter how you change shape, and allowing you to use your powers without impeding them whether that's lighting on fire hotter than the sun, or turning yourself invisible. Also, as unstable molecules it is highly resistant to damage, and while not truly armor its resistance to being pierced or cut will help protect you from knives and lower caliber firearms. If you'd like it includes a cape like 'gliding foil' on the back with limited anti-gravity technology to slow your falls and allow you to glide when its worn; won't save you if you go skydiving from uptown, but might help you jump from one building to another, or catch yourself on the way down.

Fantasti-car (200 CP): Your very own fantasticar. Consisting of a main vehicle and 3 sub-vehicles designed for individual passengers though capable of seating 2 each in a pinch. It is capable of flying at supersonic speeds, can seal itself to go underwater as a submersible, and comes with a remote control with which you can fly it, or one of its detachable sub-cars. It self-maintains, repairs, and 'refuels' when not in use.

Worthy Hammer (400 CP): No, this won't give you the power of Thor. But what it will do is test the morality and worth of whoever attempts to lift it. Only one who is worthy, one who is good of heart and noble of spirit, can lift the hammer. The hammer does not have a special exception written in it for you, you're not Odin, but people will also recognize it for what it is so that being able to lift it will serve proof of inner nobility. If someone sees you - or anyone else - carrying it, they will be able to feel in their hearts at least a shadow of the realization that that person is worthy.

The Bone Machine (600 CP): This is a room sized occultech machine into which skulls can be plugged into as input, with an output that generally goes into someone's head. This can be used to communicate with the spirits of the attached skulls, or even use them as an external source of magical energy.

The machine comes with a collection of sorcerer skulls dating back up to 3000 years willing to give you advice and share their knowledge in exchange for you carrying on their work. By default their work was fighting evil sorcerers, but if you'd prefer another mission for them you can select one. You can add more skulls to this collection, though getting them to work with you is up to you.

Villain Items:

Needlegun (100 CP): This small, recoilless handgun fires homing smart 'needles', thin projectiles that can manage to push through most bullet proof armor either by finding a chink in the armor or simply worming through the fabrics. Instead of shooting through people like a gun, the needle will pierce the skin and then crawl through their body to their heart or brain to kill them. As a homing 'needle' the projectile will turn and change direction to follow the target, it has a limited functional period, but you'd have to dodge more than once to avoid it.

False Mjolnir (200): This hammer produces an ionic energy field which amplifies the force of your blows, and feeds you with superhuman strength and durability; as an unaugmented individual it would grants you power similar to Most Common Superpower, and as one already at that level you'd rival the upgraded version; if already beyond that it will still provide a noticeable increase to your strength. Beyond enhancing your body this hammer is capable of self-propulsion, flying forward at great speeds when thrown, and capable of returning to your hand on command. Finally the ionic field can be used to create a thunder and rain storm capable of blanketing a city as large as Neuvo York.

Red Market (400): In this world the Red Market is the center of the illicit flesh trade. That is trade in slaves, organs, and biological oddities; with a special taste for mutants. It'd be shut down by Doom during his brief tenure as American President. Now, though, you possess a doorway in your warehouse which leads to a copy of it. How it obtains its wares, or who the other patrons are, is a mystery, but it seems to collect samples of individuals from alternate versions of every setting you have visited in your chain, occasionally selling 'biological resources' from them, varying from slaves, data from research performed on superpowered individuals, to even occasionally organs of dangerous creatures. And they all could be yours as long as you're willing to pay and out bid your rivals.

Venomous (600 CP): This black, or other colored, slime was once part of one of the symbiotes. By default it was Venom, though you can choose one other than that progenitor if you'd prefer another aesthetic. The years haven't been kind to it, and its memories are almost gone, but it is still a symbiote. If allowed it will bond with a host granting them a variety of powers. Most well known it grants super strength, somewhat greater than that bestowed by Spider-Spliced, as well as agility and reflexes to match those of Spider-Spliced. And then there's the durability. It provides regenerative capabilities close to those of Primary Form, as well as durability above the Most

Common Superpower. If your abilities are already at or above these levels the symbiote will still be able to boost them to somewhat higher levels than your own.

Perhaps less well known are its other abilities. It can contain numerous small objects in itself in some form of hammer space, keeping them inside without making any bulge in its own form. This won't hold something larger than a submachine gun, and there is some upward limit approximately that of a large locker or a small closet, but it can be used to store a variety of objects. It possesses the ability to assume the appearance of various clothes or outfits, allowing it to serve as an entire wardrobe. Due to the mutations that have affected the symbiote since the 90s it now possesses acidic blood and spit capable of melting through walls, burning a person's flesh, or by engulfing a person in its matter melting them to bones within moments.

It also possesses the ability to reshape its form; it seems to have lost the ability to create webbing - if it ever had it - but it can extend its 'arms' into long tentacles, or twist them into maces and similar weapons, and likely could do this from other places than the arms if you were capable of adapting to the altered body form. Combining this with its ability to take objects into itself, it could assume a completely fluid form to climb up walls as a slime, or move through pipes while remaining bonded to you.

As a symbiote it will adapt to your powers, and remain capable of being worn or bonded to you no matter what form you possess. It does not currently have a strong self-identity and will not attempt to influence its first host, though it will imprint upon its original host developing a fixated affection for them, and developing a personality based on their own, and may attempt to influence later hosts especially if their initial host encourages it.

As a symbiote it does possess weaknesses. Intense heat or sounds can harm it and even force it off of its host.

You may import (powered) armor, clothes, and/or a symbiotic organism into this item.

Aristocrat Items:

Domestic Organizational Mobile Operator (100 CP): This is a small, floating robotic servant. Its saucer-like shape, and metal tentacles dangling underneath give it a jellyfish like appearance, though it has a hand shaped manipulator on its top for when fingers are essential, as well as a recording camera and a screen for user interface. Absolutely loyal to you, it is programmed to be a combined butler, janitor, and bouncer to maintain - and keep unauthorized visitors out of - your secure areas. It also possesses the means to keep general tabs on you via untraceable and unhackable (but light speed) means. You will have to authorize this function, and turn it on in person, but as long as you are not in a shielded location or further away than the moon, it will allow it to monitor your life signs and general location.

Environmental Maintenance Platforms (200 CP): These airborne platforms are designed to regulate climate, modulate rainfall, remove pollution, and supplement the faded ozone layer. This purchase gives you enough to control the weather in an European country, making it idyllic and wonderful, or perhaps causing intense heat waves or terrible storms, and the plans to make more. They are not, however, particularly well armored or defended, and their functions will require them to occasionally descend into the lower atmosphere where a particularly strong hero might manage to jump onto one or they would be easily accessible by airborne vehicle.

Valhalla (400 CP): This skyship is relatively massive, large enough to be presented as a flying city. In truth it is the size of only a few city blocks at its base, though its towering height - perhaps the largest of its three dimensions - helps make up for that, even if the footprint of its engines and bottom is far larger than the base of its skyscraping tower. Besides being a city block sized towering skyscraper for you to use to your purposes, it is capable of antigravity flight, and crossing from eastern Europe to the USA in under a day. Like after Doom's modifications it doesn't cause massive ecological damage in its flight, though you could undo those modifications if you wanted to turn it into a massive bomb, capable of wiping out all of Nueva York's downtown in a single blow.

Shining Armor (600 CP): This is your basic suit of powered armor. Made of adamantium-lanxide, it is capable of taking physical blows upwards of anti-tank weapons, and draining energy from energy attacks - including such things as disruptors - to rechannel it; though it is not without limits, enough power to bring down a castle could burn it out especially if all directed at it at once. It is able to use this energy to recharge its own stores, stores it can use to allow you to fly, fire your own energy blasts that could burn holes in most tanks, or human sized holes in walls, and increase your own strength

significantly. It possesses a neural-armor link, allowing you to control its functions through direct mental uplink, and access its substantial computer systems with your mind.

It will easily accept upgrades you make to it, and as long as it remains powered armor will retain them between jumps - though it will not automatically restore them if it is lost, destroyed, or damaged. It will automatically repair or replace itself given time, and will adapt to your powers - whatever they may be - even changing shape with you. Its defensive capabilities will also scale with you, always being at least somewhat more durable and resilient than you yourself are.

For **an additional (undiscounted) 200 CP** it possesses phase-shift technology, allowing it (and its wearer) to go out of phase with normal reality. While out of phase even high energy attacks will simply pass through it, as will physical matter. It is still vulnerable to sensor based attacks, and information/data based assault, but you could be point blank to an explosion of energy that brought down an entire mountain on your head and be completely unaffected.

Cyber Jock Items:

Dive Chair (100 CP): This chair is set up with everything needed to dive into cyberspace and netglide. Besides the tools required to interface with the brain, or provide someone without the necessary implants a VR simulation of the more easily accessible regions of cyberspace, this chair also provides medical readings of your heat rate and life signs, and possesses a system to intravenously feed you, and massage your muscles to minimize atrophy. As the food and water will resupply at a rate to keep someone sustained indefinitely, you could use this chair to remain in cyberspace indefinitely.

Post jump while cyberspace may not be a thing, it will be compatible with other virtual reality or cyberspace systems you may find. Or failing that it serves as a terminal to the local internet, allowing you to surf a web browser on your brain, or fancy vr goggles in comfort.

Ford Velociraptor 900XL Hoverbike (200 CP): This near ground hoverbike comes equipped with superchargers to help you go from 0 to 300 mph in seconds. It's durable enough to take anti-tank sniper rounds, and landmines without a scratch, and possess a stealth mode which renders it, and its passenger, nearly completely invisible, nothing more than a small blurring in the air as they pass by, and reduce the sound of its high powered engines to a barely audible thrum, though this is a bit energy intensive and sustained use will require that the hoverbike be recharged afterwards. It possesses a remote recall which can call it to you at the press of a button, though if you possess neural-cybernetics, are a robot, or a technopath this can instead be replaced with a mental command. It will self-maintain, as well as repair and recharge when not in use.

For **an additional (undiscounted) 200 CP** it can be upgraded to be similar to Jacob Gallow's H.D. Stinger. While the Punisher's didn't show the ability to survive punishment of the Velociraptor, and had an inferior stealth system, since you already paid for them they'll stay. However the upgrade provides several benefits. It is now capable of an 800 mph top speed, and able to reach that speed in 5 seconds safely for a human rider, or come to a stop safely from such speeds, and is no longer limited to low altitude skimming off of repulsion from the ground, capable of full powered flight. Its stealth system has the option of a less draining mode in which it simply projects a pre-recorded hologram around it and the rider. Unlike the Velociraptor it comes armed with missiles and pinpoint 'needle' lasers able to quickly cut through a metal knife. Finally it possesses an in-built computer which possesses a probability mapping system to aid steering, the ability to hack traffic systems to make sure all the lights are always

green for you, and at your option can have an AI already built into it capable of controlling the bike and loyal to you.

Remote Hunters (400 CP): These 6 bio-mechanical bodies were built and designed for the purpose of allowing the rich to hunt and kill the poor for sport through cyberspace connection. Each of these bodies possess durability similar to the Most Common Superpower, and strength on par with its upgraded variant, they also possess a variety of natural weapons such as claws, tentacles, or even acidic fluids, and various automated targeting systems to aid you in piloting them in combat. These bodies can be controlled through cyberspace connection, and unlike the originals a violent death for one of these bodies will not risk shocking you into total psychosis. Comes with 6 chairs made for cyber diving that are keyed to connect with these hunters, they won't function for similar systems in later future jumps, but will continue to allow for the remote control operation of these hunters. If you bought the **Dive Chair** above it can be used to control any of these hunters, and even override control of one of them from its dedicated chair.

If one of these hunters is destroyed it will be replaced within a week.

Ghost in the Machine (600 CP): Your own AI equal to any one of the Ghostworks. This is a fully realized strong general AI, capable of manipulating humanity from the shadows of the net undetected if it desired, and you have control over it much like Zero Cochraine obtained over the Ghostworks. It's a powerful tool, but do remember Zero managed to overcome the Ghostworks' cyber security. Doesn't come with the pre-packaged know-how to make something like Ghostrider, but it could possibly develop it. With some work and the proper access it could possibly equal Paloma herself.

During this jump it exists with Cyberspace, but in future jumps it will be able to enter and exist within any internet like information network or cyberspace you may encounter. Alternatively you could house it in an individual computer, though doing so would restrain much of its capabilities in gathering and processing information and manipulating it.

Executive Items:

Flying Car (100 CP): This is a car that flies, nuff said. Alright, you want more. It's a personal scale vehicle, approximately the size of a car, that is capable of sustained flight via magnetic levitation at speeds somewhat above those of a modern car. It will self-maintain, repair, and recharge when not in use.

Nueva York Apartment (200 CP): Well it doesn't have to be in Neuvo York City, but it is at least an apartment with all the amenities of a high class, penthouse apartment in Neuvo York City. This means that the entire house is automated, able to control the climate within, clean itself, screen your personal calls, do most of the work in cooking meals, recognize accepted guests, possess a defense system that if weaponized could give Spider-Man difficulty though he'd eventually overcome it, and its various sensors while intended for detecting intruders could be used to match most modern day labs for analytical purposes. This is all run by a top of the line (weak) AI; incapable of true thought and self-determination, but quite capable at learning your behavior for the purposes of running your house as you'd like and acting on that information if instructed.

Black Card (400 CP): No this doesn't make you rich, but you now possess a Black Card. This ID chip not only serves as an all purpose, legal ID automatically collecting forms of legal ID you have ever gained, as well as your legal certification and proof of education, it also serves as an all purpose credit card able to instantly convert any currency you possess to the local currency and to access currency held in your warehouse or a bank, as well as actually purchase things on credit.

It's real power, though, is that it marks you as being above the law. As long as you possess it, any legal punishment can be replaced with a fine; these will be increasingly large the larger the crime was. With this even mass murder or treason could be reduced to merely a (sizable) fine. This won't stop a vigilante killing you, or an absolute ruler simply ordering your death, but they won't be able to do it through legal means or as a legally legitimate action.

A Corp (600 CP): While not as large or as powerful as the giants like Alchemax or Stark-Fujikawa, Pixel, or even Eco, or D/Monix, this is still a megacorp in its own right. It will be close to those second tier corps and you can choose its main focus (as a megacorp it likely has subsidiaries in other fields). Perhaps you could have a holo-studio like Lotus Land, something specializing in food production like Synthia, or something in some technological field. Whatever its focus, it is a powerful corporation that would

place you as one of the wealthiest individuals in the world, as well as give you a voice in various inter-corps councils.

In future jumps it will be inserted as a similarly large and powerful corporation. While it may not possess the same legal advantages, it would still possess the power and wealth to completely dominate a weaker country and make you one of the most powerful business owners in the world.

Soldier Items:

Ad-venture Boots (100 CP): These metal boots are similar to the cybernetics legs of the bounty hunter Venture, though yours are removable boots instead of permanently hardwired into you. These boots allow you to effectively walk on the air, or can have thrusters activated to provide actual flight at speeds similar to one of Public Eyes Maglevs.

Cybernetic Eye Lens (200 CP): This high tech monocle can be attached over one eye and controlled by theoretically eye muscles but seemingly simple thought. It provides infrared, night vision, and telescopic vision modes, as well as possessing software to provide HUD threat assessment and aim assistance.

If you'd prefer instead of an external piece of eyewear you may possess this in the form of a cybernetic eye.

Sacred Herb (400 CP): Once taken only by the kings of Wakanda, this herb makes stone of fists and builds storms in muscles. Not literally of course. It does have the ability to increase the consumer's physical fitness and capabilities temporarily, making them stronger, faster, and better providing them with the physical boosts that it provided to the Black Panther in the Heroic Age though without his kingship it will not provide the spiritual component.

You have enough to regularly supply a platoon of soldiers, at least when used as reserve troops for occasional high priority missions and not the daily grind of war which will quickly tax your supplies; you won't be keeping them all as super soldiers 24/7.

For an **additional (undiscounted) 200 CP** this supply is now large enough for an entire company.

Codex Jumperica (600 CP): This book contains various prophecies that relate to you. These prophecies are mostly vague, but will help guide you in your goals and sometimes give actual directions on what would amount to a hero's journey. It will occasionally develop new prophecies related to your current goals and the events in the world around you. These prophecies are not unchangeable and fixed events locking you onto a certain path, but guideposts to help you on your proper path; sometimes that means your personal goals, though it can also serve as cryptic directions on how to entertain or please your Benefactor.

This book naturally updates at the start of each jump, in addition to the way new prophecies may form during a jump. Some prophecies may serve primarily to inform you of long term results that may affect the world after you have left the jump.

Time Traveler:

Treasure Chamber (100 CP): This room, attached to your warehouse - or a property of your choice if you prefer - is a trophy chamber. Whenever you defeat a significant opponent, a replica of an iconic piece of their gear - or outfit - will appear within this room on display often bearing scars of the battle. These replicas won't possess any of the special abilities or functions of the original, and will disappear if removed, but it will show your victories. This chamber will expand as needed.

Hologram Watch (200 CP): This watch is capable of projecting holograms over you to alter your appearance or project clothing over your body. It comes with several preset outfits and costumes, though it can be programmed with more, or to disguise you as another individual. It's not the best at editing things out completely, but could reduce you to an amorphous black blob. Even when projecting holograms over your face and eyes it will not obscure your vision.

The watch can wrap around a wrist like a standard wristwatch, or simply be set to adhere to the body if you do not wish to wear it on your arm. And it does tell time.

If purchased with a **Nueva York Apartment** it will gain a copy of its AI as well as a suite of recording and analytical devices near to those of the Nueva York Apartment all in a portable watch based form.

Future Suit (400 CP): This can be one of two super suits. Regardless of version selected it will adapt to your powers without interfering with them and change shape along with you.

The first option is a copy of Miguel O'Hara's Parker Tech suit. Unstable Molecules bonded with a form of advanced Kevlar so nothing short of a howitzer can penetrate it and provide defense against energy weapons. Integrated Light Byte Material gives better control over gliding than the Unstable Molecule Costume above, and the heels include thrusters to provide initial launch and increase jump height and coupled with the Light Byte material can provide limited flight. It possesses 'spider saucers' in the arms, small explosive devices which can be launched forward enough to knock down a robot or knock out a human. Finally a suite of on-board sensors provide readings of the vicinity. These sensors provide enhanced hearing, and such things as infrared vision. Chameleon circuit allows for visual spectrum invisibility.

The second option is a copy of Max Borne's suit, that is the suit of the Spider-Man of 2211. It is defensively less compared to the Parker Tech suit, while bullet resistant, a handgun pressed to the suit could penetrate with potentially fatal force. However it possesses several advantages. It possesses built in web shooters with aim-assisting technology, as well as four mechanical arms, highly flexible near tentacles ending in devastating metal claws with strength and power equal to the **Most Common Superpower** which can be controlled mentally by its helmet. Its rocket boots allow for powered flight, and can even be set on a level of mere hovering. Its most impressive technology is in the helmet itself. The helmet is capable of being coded to only accept certain wearers based on DNA - such as requiring DNA that has had that of a spider spliced into it - and rejecting unauthorized wearers painfully. It possesses recording features to make an external backup of everything within the range of its sensors, sensors superior to those above including the same superhuman audio sensors and infrared sensors, but also telescopic vision and night vision modes, and lifesign sensors acute enough to identify an individual's life signs passively, including picking it out from among the life signs of several thousand spiders (which it can count as distinct life signs) through walls, or if told to scan for them find them with a 200 mile radius and then telling your direction and distance to them. Finally this helmet possesses the ability to seal itself to the suit airtight and use a self-contained air supply capable of sustaining the wearer for hours underwater or in vacuum.

If you bought a **Time Machine** you may merge it into this item. If you do so this suit will be capable of working as the time machine and also gain the capability to be used for teleportation in the present via temporal shunting.

Glider (600 CP): A glider from the year 2211 designed to resemble that of the infamous Green Goblin. This glider possesses the normal qualities of a goblin glider; armor, speed, and maneuverability significantly beyond a standard Maglev Bike. Its most unique aspect, however, is that its exhaust is a living vapor inhabited biospores from the year 2211 capable of infesting anything mechanized - at least that would be publicly available in the 1990s or in 2099 - and taking control over it. It also possesses the technology needed to record and project images; while fairly high definition these are recognizable as holograms under most conditions and are not completely opaque. Controls for both the image projectors and hijacked machines can be linked to the glider, a suit of armor, or even a neural interface if you have one. Finally this glide is capable of running underwater, though the biospores do not spread as readily through liquids as air.

This glider is finally able to store itself, and a costume or suit of human sized powered armor in a temporal fold causing itself to always exist a few seconds in the future until called for.

Vigilante Items:

Mirage Effect Hologram Image Inverter (100 CP): This small chip that can easily fit in a little patch on someone's clothes, causes computerized sensors to be unable to register the face of the wearer. Instead they will show a mask designed to only appear to electronic or computerized sensors. It comes with 50 presets, though you can program in additional images to replace the wearer's face as well.

Punisher Cave (200 CP): This is less of an abode and more an add on to one. This basement complex contains several cells for the containment of prisoners, a total body 'grav-room' for training with high tech vari-weights capable of changing their effective mass, a VR room for forcing prisoners into realistic simulations for information gathering or just to pass the time, an armory for storing weapons (though it is empty by default), an execution chamber with a chair capable of disintegrating people even augmented combat cyborgs, and a punisher computer. The punisher computer will connect to and hack local police databases in any jump you are in (assuming they are networked), as well as local surveillance systems.

This cave appears well hidden and shielded against most sensors in a location of your choosing each jump.

Punishment Suit (400 CP): Composed of high density plasto-armor, the outer suit is capable of diffusing the heat and energy of beam weapons, as well as causing most bullets to ricochet off. A grav-belt allows for limited anti-gravity effects, not enough to hover or float, but enough to increase jump height and length significantly. A voice activated gas mask can protect you from poisonous gas. The outer suit is barely of consequence compared to what's beneath it.

Beneath it is an Exo-Muscular Undersuit which can be given partial control of your movements allowing it to guide you through actions providing a sort of synthetic muscle memory. It has been programmed with martial arts, but you - or an ally - could add other programs. Its microwave sensors can detect weapons directed towards you and take automated defensive measures against probable attack trajectories effectively causing you to reflexively dodge. Finally these synthetic muscles serve to increase your strength when worn, to low superhuman if human and while it will not provide the same proportional boost if you are already superhuman it will continue to provide a noticeable boost, and possess kinetic accumulators which absorb energy from impacts reducing the damage you receive from them as well as charging to provide brief surges of even greater strength to these synthetic muscles.

Planet Gun (600 CP): While not exactly a true battleship - it lacks the point defense systems for that - this is the biggest gun in the system mounted on a fully operational and nearly completely automated spaceship. 2.3 kilometers in length, with crew quarters for 3, and solar impulse units. The entire ship is practically the barrel of its massive gun, a gun capable of destroying entire asteroid colonies from outside of normal engagement range, much less any other human ships that get in your way; the wide scale damage it could do if used on a planet is hard to estimate. Unfortunately as humanity of 2099 is not an interstellar species it lacks an FTL drive.

Companions and Followers:

Followers:

Secretary (50 CP): This individual is a highly skilled secretary. Besides being good at filing paperwork and keeping track of how you like your coffee, they know how to act as a wall between you and others, helping to make certain that your time is not wasted on demanding employees and helping to facilitate important meetings. Their personality and appearance is up to you, but they are extremely loyal. They may possess a cybernetic third arm.

Spokesclone (50 CP): A bioengineered marketing mascot. It can be a real world advertising mascot, one from Earth-982, or one of your own design. No matter what it is, it will not possess true supernatural powers, or substantially superhuman strength or capabilities; it might be able to fly or something similar, but nothing to make it more dangerous or powerful than an ordinary armed individual. Counts as a follower unless imported as a companion.

Bat (200 CP): A genetic experiment from some megacorp. This giant bat is strong enough to carry a half-ton behemoth of a person cross country at greater than modern highway speeds, or to tear apart ordinary humans with ease. It possesses human level intelligence, as well as the ability to communicate with other animals, and primitive humans, telepathically.

As you will likely eventually far surpass it in strength and speed, it will scale somewhat to your abilities. It will always remain durable enough to survive being ridden into battle by you as long as it is not directly targeted, fast enough when flying to make riding it be somewhat faster than you would be on your own, and will possess a shadow of your strength.

Demon Bikers (200 CP): Some form of demonic entity which would normally dwell in the realm of the dead on their way to their final destination, these individuals resemble demonic human-bat hybrids. Possessing superhuman strength close to that of Spider-Man, and demonic looking motorcycles. They possess dangerous claws on their hands and their wings allow for short range flight. They do not seem to possess much in the way of supernatural powers, though with training they can learn to reshape their hands into various primitive weapons such as spiked whips, or maces.

You get 8 of them and they are absolutely loyal to you. They are by default followers, though you may import them as a group companion sharing a single slot and dividing purchases between them.

Gene Dolls (200): This is a group of 4 Gene Dolls, artificially grown humans genetically manipulated for desired traits and designed to be re-programmable by a specialized machine. Illegal on Earth, most are made as dolls and lovers for lonely, male asteroid miners and therefore gorgeous women, but you can order the appearance of yours customized to your taste. Their personality fits your specifications, their physical capabilities can be set up to as high as super-serum enhanced 'peak human', or down to barely above invalids, and their intelligence can be set from in the lower range of genius down to barely sentient. You also receive the machine needed to alter their programming settings allowing you - assuming you can get them to sit in it - to alter their personality, intelligence, and physical capabilities within the limits above.

You get 4 of them and they are absolutely loyal to you. They are by default followers, though you may import them as a group companion sharing a single slot and dividing purchases between them.

Canon Companions:

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon character who showed up in the version of Marvel 2099 you are visiting (by default Earth-928) who lacks powers and does not possess genius intelligence or comic book science capabilities. For 100 CP you may recruit 1 such character up to as powerful as Kenshiro Cochraine as Ghost Rider, or with intelligence equal to Miguel O'Hara's. For 200 CP you may recruit 1 such character with intelligence equal to Reed Richard's own or powers below those of the Silver Surfer. Certain characters are not eligible for this option and are listed below with their own special purchase prices.

Dargo Ktor (300 CP): This individual seems to have gotten lost from another, but distinctly different, dystopian future of the Marvel universe. The wielder of Mjolnir from the 26th century, he seeks to return the hammer to Thor himself. While not the most experienced or skilled user of the hammer - somewhat less capable than Eric Masterson and noticeably less skilled than Beta Ray Bill when the three met up together - he is still blessed with the power of the hammer and Thor-like capabilities.

Maestro (300 CP): Another individual from yet another dystopian future of the Marvel universe. Bruce Banner of an Earth that was ravaged by nuclear war and where he would later install himself as the ruler of the city Dystopia. He is a merger of Bruce Banner and the Hulk, one which has been driven towards madness and taken on all the darker and more malevolent aspects of the Hulk, possessing even greater strength due to the radiation he has absorbed, and all of Bruce Banner's intellect though significantly better social skills. He's more than happy to trade up his old, ravaged world of Earth-15329 for this one, though.

Steve Rogers (300 CP): Normally he would possibly be lost since the end of the Heroic Age, frozen - again - deep beneath the sea only to be potentially found sometime after the apocalyptic Phalanx invasion. By taking him as your companion you will find Steve Rogers with the equipment to revive him from the ice soon after arriving in this world. In addition to his lifetime of experience and mighty shield, he is also found with a certain gnarled old wooden cane which he is worthy of. While wielding Mjolnir he won't be fully the equal to Thor, possessing only - as he put it - half of the power of Thor with it, but he can use many of the hammer's myriad functions and uses.

The Silver Surfer (300 CP): While not present on Earth in reality 928, the Silver Surfer was one of the Defenders of the year 2099 on Doom's Battleworld. While he did not do much in that role, he presumably was still as powerful as always.

Uatu the Blind (300 CP): One of the few cosmic beings who show within 2099, Uatu was blinded for his repeat infractions against the watchers' oath of non-intervention. Even so Uatu still possesses fantastic cosmic powers, able to create fully realized copies of the Fantastic Four - capable of even replicating Reed Richards' scientific brilliance - and possessing enough power that in his death he could rend apart an interdiction barrier that warps spacetime to cut off a pocket of reality from the rest of the universe and leave the various layers of spacetime in the area so ravaged as to render it impossible to set up another such barrier for centuries.

Non-Canon Companions:

Appearance, personality, and gender for all non-canon companions, save for imports, and Digital Copy can be (re-)assigned at your choice.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; like you they gain an alignment and origin. 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. Companions may not purchase companions.

You may pay the price to import 1 or more companions a 2nd time to increase the CP that the companions gain to 1000 CP with a 200 CP stipend usable only on Powers or Items. 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.

Digital Original (50/100 CP): This is a copy of you before you began jumping. They only exist as a digital entity, and are convinced that they are in fact the original, and that you are a copy merely made (and possibly modified) by your Benefactor but other than that belief they are mentally perfectly identical to you at the moment you began your chain.

For the increased price they are no longer locked into digital form, but have the fully upgraded version of **Intelligent Autonomous Mechanism**.

Falcon 2099 (50 CP): This devout Thorite has taken up a stolen experimental flight harness, and an electrified hammer, in an attempt to help the lower class individuals living in Nueva York's Downtown as their sworn protector. In truth they are actually a damaged robot from the Pollution Wars found in a junkyard and refurbished by a machinist mourning his young (early 20s) son who had died due to being unable to afford medical care. As a battle robot covered in synthetic skin they possess superhuman strength and durability, providing the power source for their hammer, as well as their flight harness from their own internal battery.

Nighthawk 2099 (50 CP): This snarky teenager doesn't have much in skills, but is naturally near peak human and despite a certain slacker exterior and obvious past lack of motivation for education is a genius able to absorb knowledge and skills extremely quickly. He has a high tech suit, similar to the Parker Tech option for Future Suit. He claims to be from an alternate universe where he was taken in by Nighthawk an aging member of a group of heroes called the Squadron Supreme as their protege and replacement after they had a heart attack while on the job.

Taskmaster 2099 (50 CP): A week ago he was an ordinary high school senior, living what passes for an ordinary middle class life in this period. However, due to an accident involving a damaged mental upload file hidden in the depths of Cyberspace, he has had his mind filled with fighting skills copied from the greatest warriors of the Heroic Age such as Shang Chi, Danny Rand, Steve Rogers, Wolverine, Betsy Braddock, Electra, Daredevil, and more. While he lacks any of their special powers or physique, he has a terrifyingly extensive collection of superhero fighting skills in his mind and a need for guidance.

Black Cat 2099 (100 CP): A Degen resulting from a genetic engineering experiment, she was considered a failure as she never demonstrated the desired superhuman qualities, merely minor physical mutations in the form of catlike eyes, retractable claws, and exaggerated canines. It was only when on her 19th birthday her corporate creators decided to scrap the experiment and clean it up, by killing her and incinerating the body, that her powers manifested. She possesses enhanced night vision and hearing, as well as low end superhuman agility and reflexes. The more important trait, however, is that she has the ability to passively warp probabilities to bring bad luck and misfortune to others. She's not learned to fully control it yet. Currently she's only able to use it instinctively when she considers someone an active threat, affecting quantum probabilities and warping reality on a small scale to cause events to go badly for them - throwing off their balance, slightly altering the speed of objects to make it so that they cannot dodge or miss a leap, causing their weapons to jam, etc. She'll never be a large scale, or top tier reality warper, but she might be able to invoke this misfortune at will with time and practice. As a degen she has no legal rights, and is still under copyright.

Demonicus 2099 (100 CP): A scientific researcher who was working in the South Pacific, his research was 'stolen' by a Megacorp - he isn't exactly forthcoming on the precise details of how it happened. But now he is intent on using the full implications of this research to create powerful biological monsters, specifically those of towering size like some sort of kaiju, and using them to take vengeance on the Megacorp which 'stole' from him.

Punisher 2211 (100 CP): This vigilante fled into the past to escape police in his own time. He wears a suit of powered armor ultimately similar to Doom's own, though some of his weapons possess technology advanced even by 2099 standards: homing bullets capable of phasing through matter or matching phase with other phased matter; disintegration grenades; automated hacking technology capable of going up against true AI for a time; and explosives capable of limited time travel - a few minutes only - to the past or future before their detonation. His tech and gear will repair and replace itself over time similar to most fiat based gear. He also has the head of a robot meant to emulate Frank Castle's behavior patterns which he serves with a fanatical - and more than a little religious though he'll deny it - devotion, and a sworn vow to exterminate the 'real' criminals.

Scarlet Spider 2099 (100 CP): How this clone of Miguel O'Hara was made so quickly after he became Spider-Man (if he's even become Spider-Man yet) is a mystery. Perhaps they're from the near future. Either way they are a clone of Miguel O'Hara possessing his full spider-powers, and natural intelligence, but none of his memories or skills. Instead they have had a mental upload of assassination skills and techniques in an attempt to make a skilled killer for the megacorp funding his creation. You will get the chance to help create him, or free him from his creators, at some point during the jump, or he can already exist with a backstory linking you both at the start of the jump.

Damaged Adaptoid (200 CP): This robot from the Heroic Age was inoperative until it met you. It has somehow copied you, not in your full jumper glory but as your in-jump self, possessing copies of all your purchases in this jump other than followers, companions, or property. It has even managed to mostly replicate your appearance, looking like an imperfect clone of yourself with its costume (if any) an imperfect replica of your own. Even its personality is a twisted reflection of your own, or at least your in-jump self's. Of course it does still remain a robot beneath it all, with all the advantages and disadvantages that brings. Whatever power copying ability allowed it to replicate you seems to have burnt out after replicating you. The details of how its appearance and personality are imperfect copies is up to you.

Magik 2099 (200 CP): A researcher for a corp, she was lost when their research into an alternate dimension failed disastrously. Unknown to them, her consciousness was partially combined with a pocket universe. While it's not the largest - a hundred miles at most - she can slowly control it and the energy within, shaping it into matter or reverting it to energy again. Recently she has managed to separate her body from the energies of the dimension, and open a portal to escape from it.

She now possesses the ability to open circular portals to or from the dimension. Theoretically she could open such portals to other dimensions - or planets - than Earth but it would take practice, learning, and experience she currently lacks. She has begun to learn how to open these portals to energy rich portions of the pocket universe, allowing her to release powerful blasts of plasma. This could eventually run the pocket universe dry, though she's also able to block energy attacks with these portals to 'recharge' its energy (and given she can with time and effort convert matter to energy and vice versa in that dimension she could theoretically do so with matter). Finally she possesses a cybernetic arm with enhanced strength which possesses a focusing device through which she can open a portal to create a plasma sword.

The experience has mostly scrambled her memory - she doesn't remember her own name or who she was working for - and left her somewhat scarred and traumatized. She doesn't even know if the cybernetic arm was something she possessed before she went to that dimension, or if she designed it. She does have a certain knack for engineering, and an untapped talent for magic.

Rhino 2099 (200 CP): Dubbed the Rhino due to a certain physical resemblance to such a beast, or the enemy of Spider-Man from the heroic age, they are actually a robot escaped from Herod's secret vault and looking for protection from being found and returned there. Physically stronger even than Ghost Rider or Ravage, able to go toe to toe - at least for a time - with the Hulk, they possess high quality combat AI as well as several built in weapons several of which surpass a plasma gas cannon in destructive capabilities, and recuperative nanites easily a match for Ghost Rider's own. Their AI isn't as adept at cyber warfare as it is at guerilla warfare, or as Kenshiro Cochraine, but they are a serious physical threat to anyone or anything that they feel is in their way, and they are perfectly willing to use this power to help you, if you will help them stay free.

Drawbacks:

Continuity Toggle (Toggle): Have you been to the Marvel multiverse before? Well if you'd like your previous visit can be canon. It could either be an alternate universe to this one, or have taken place in the past. If you choose to insert it into the past certain things will remain unchanged: the heroic age will still have ended approximately a century or more ago, and the Earth is dominated by megacorps in a cyberpunk dystopia. But maybe you can meet a Jumper 2099 who is taking up your banner in some way.

Earth-??? (Toggle): By default this jump is for Earth-928, the original Marvel 2099 setting. However in addition to Earth-928 there are several other versions of Marvel 2099 such as Secret Wars 2099, Timestorm 2099, Marvel Knights 2099, the 2019 2099 event's Earth, Spider-Man 2099 Exodus's Earth, and more. You can select which version of 2099 you want to experience, maybe one of the ones that Miguel O'Hara visited in Spider-Man 2099 vol 3; drawbacks will adapt to fit and be just as painful.

Alchemax Bought Out the Franchise and Fired Him (+100 CP): Any powers you possess derived from any divine or holy sources, personal enlightenment, or unholy sources are sealed. Yes this includes being a divine, holy, or unholy creature yourself (such as being a demon or a god). This also applies to any items you possess. This is not an age of gods and all that you possess which has a sliver of the divine is denied you.

Alchemax Wants You (+100 CP): It's unclear what you did, but Alchemax, Stark-Fujikawa, or an equally powerful corp has it out for you. They want you, and if they can't have you alive they're more than happy to have you dead.

Caught Dermatitis From Sleeping on the Corpse of Another Junkie (+100 CP): You might not be addicted to anything now, but you were. Not only do you have memories of being an addict living on your drug and bad rice, you have a case of dermatitis that simply won't go away during your time here.

Clowning Around (+100 CP): The Circus of Pain, a vast and powerful criminal organization led by the immortal villain Brimstone Love, has taken an interest in you. They nearly destroyed the X-Men and never really moved beyond toying with them. You will find yourself having to face them and their wrath.

I Owe the World Something (+100 CP): And it eats at you. You feel that you have somehow wronged the world, whether in your past here or in your time as a jumper, and that you have to make up for it. This guilt will eat at you, never satisfied with your

actions, constantly goading you and driving you to help others to try and silence it for a few brief moments.

It Pinches in the Ankles a Little (+100 CP): Somehow your clothes are always a little uncomfortable. Your powered armor pinches at your ankles, your costume rides up at your crotch, your shirt is too tight around your shoulders. It's never anything too major, but it will always be there as a minor annoyance. Somehow this applies even if you're naked, maybe it'll be a bit too cold for you, or your sheet makes your bare skin itch.

Habit of High Dives (+100 CP): You have an unfortunate tendency to fall from very (read at least far enough to reach terminal velocity) high places with surprising regularity. Somehow or another you will end up high up and you will end up falling, even if you can fly. This doesn't guarantee you will hit the ground, though, just that you will end up free falling from time to time and will need quick reflexes, quicker allies, or luck to keep you from hitting the ground hard.

Marked Face (+100 CP): You possess a highly distinctive facial tattoo. Oddly this tattoo follows you into all forms you take, and somehow even onto any facial wear - or disguising holograms - you wear long enough.

Raptured (+100 CP): You have been addicted to Rapture, or another equally addictive drug. It'll be impossible to ever truly kick this addiction, and while perks and powers might keep you alive, you will suffer rather horrible withdrawal if you try to quit it which won't end till you get some more, and you will suffer the full effects of whatever drug you are addicted to.

The Heroes of Old Didn't Kill (+100 CP): And neither do you. You cannot intentionally cause the death of another, and even being merely part of causing someone's death will fill you with horrible guilt.

Vox-less (+100 CP): Like the zefiro mage Vox, you are mute completely incapable of making vocalizations.

You're my Hero (+100 CP): You saved someone, or befriended someone, or enslaved someone. It doesn't matter what, but they have taken to you in a little bit of an extreme way. You'll find yourself with a blindspot for this and them, not necessarily returning their affection, but you'll somehow find yourself trusting them and even overlooking their murderous behavior towards anyone else close to you unless they are blindingly obvious. If you get rid of them, you'll find them getting replaced with a new overzealous (and murderous) admirer fairly quickly for whom you share the same blindspot.

Can't Even Debug Myself (+100/+200/+400 CP): Elements of your mind and personality have been re-written, changing how you think to serve another's purposes. This process was not flawless, and while it will take you time to realize it, with luck and outside interference you may eventually realize it was done. Even then you will find that large parts of your mind are locked resisting your attempts to determine how they were changed and even more your attempts to change them back, and recovering your personality will result in damage to your OS and a subsequent reduction in capability; this won't shut you down completely but you'll be persistently feeling ill and at 80-90% capacity if you manage to undo these changes.

You may gain an additional 100 CP if these changes were made in the service of one you find particularly morally repugnant, turning you against your own standards and ethics.

Double this CP gain if your companions, pets, followers, AIs, and other minds that accompany you are all similarly affected ensuring they cannot help you escape this trap.

Degen (+200 CP): You are a degen and it shows. A genetically modified human, your appearance is twisted in some visibly obvious way. This has also damaged your genetics rendering you sterile. More importantly, you are legally a non-person with no rights, and a hatred from the common populace that resembles the hatred of mutants in the Heroic Age. To make things even worse you're technically under copyright by one of the corps, and they'll want to recoup their investment by killing you. If taken with **Alchemax Wants You** you'll find that while one corps considers you its legal property, <u>all</u> of them would love to have piece of you dead or alive even enough to work together to obtain it.

Doomed (+200 CP): What did you do? You have pissed off Victor Von Doom enough to drive him to hate you worse than he even hates Reed Richards. Even Latveria itself will be a secondary concern compared to your destruction. And this is not the young, foolish Doom of the Heroic Age, this Doom has learned to control his emotions, and to rise above his pride. While normally his time travel adventure left him with holes in his memory and without his magical skills, his sheer hatred of you has returned his full memories and with them the many plates and plots he had planned that stretched to this era - countless of which were never revealed or even hinted at - as well as his magic. Kirby help you.

Draconic Greed (+200 CP): Your mind may have been mixed with the ultimate cyber finance program. At least you act like it, even if you don't show any of the benefits. You are obsessed with dominating the market share, and will attempt to expand your control over everything without end or limit. California? Your first, brief stop. America? A start.

The Earth? Oh it won't end there. Once alien empires visited the Earth. You will not stop in your mad drive to expand your control until the jump ends or you have conquered the entire Marvel omniverse. Things might stop you, but you will simply be driven to overcome these obstacles by the all consuming greed that now eats away at your very soul.

Hulks (+200 CP): Well this is… not good. Somehow a bunch of gamma mutates have been created. Reaching sexual maturity in 3 weeks, and reproducing in litters of 6 to 9. They eat pretty much anything when they're hungry and their favorite meal is now you. You'll find yourself running into these gamma mutates regularly, and worse some will have powers and intelligence comparable to the normal jolly green giants known as Hulk 2099 and even the Hulk from the Heroic Age. This intelligence will not help you convince them to do anything other than eat and kill you.

Just Shut Up and Fix Him … So I can Kill Him (+200 CP): You take undue pleasure in personally destroying your enemies. You will find yourself even helping them get back on their feet, and protecting them from others, so that you can destroy them from their very best personally.

Time Storms (+200 CP): It's hard to say when the Heroic Age ended or how, or even accurately how long has passed since then. Seems some hero went back in time and stopped it from ending when it should have, and then some hero in the Heroic Age went and broke time to stop a robot or something. Whatever the truth of the matter, the past keeps changing, and there's nothing you can do to stop it. It won't ever kill you, or put you in a situation where you're guaranteed to die due to it changing, but these changes have no other special care for you. Sometimes they will change your in-jump past and you will remember the new past - this isn't drawback fiat guaranteed to wipe out your memories of the original past but barring protections of your own it likely will - other times it seems to forget about you entirely, the rest of the timeline changing around you as if the world you had been in never was with you having either replaced the you of the new timeline with no memories - and this is drawback guaranteed - of their life in this timeline or how it was different from the prior timeline, and sometimes simply never having existed at all.

You Trust Your Instincts (+200 CP): A bit too much. You don't think things through in depth, but just trust your gut instincts and follow them. You'll find yourself leaping before you look, and rushing headlong into a situation without a proper plan. This doesn't make your instincts necessarily worse, but you will act instead of think.

Your Ego Prevents You From Asking For Help Directly (+200 CP): You are arrogant and proud. This will hurt your ability to properly size up opponents, but not completely ruin it. However you are unable to bring yourself to truly rely on others, even your companions. You might use them, but you cannot accept the idea that you might need someone's help, much less recognize someone as an equal, and will time and time again find yourself trying to go against the greatest threats and enemies alone.

Apocalypse (+300 CP): Jumpchan seems to have decided you're not doing well enough. At some point you will face the full brunt of what this world can bring to bear. Events will coincide to bring down the hammer hard, various enemies and threats coming at you one after another, or even simultaneously, as if the writers were trying to cancel your series in the bloodiest fashion possible. If you're powerful enough you might survive, but the plot says otherwise, and you can expect any plot armor or narrative powers you possess to fail you; anything that works just because, or makes things just not happen will not save you.

Dyson Sphered (+300 CP): You are a brain in a jar. You can maybe build a body, but you will find that there will always be a few hours each day where for some reason or another you must exist purely as a brain in a jar, outside of any direct body, though you can still have sensory inputs just not manipulators.

Destined to Kill Each Other (+300 CP): There exists in this world a destined rival for you. At the moment they are relatively of little import, but your actions will somehow awaken in them a power great enough to rival yours and all your forces. You won't recognize them until it's too late and you have already birthed that which might be your doom. Hopefully you don't have other enemies that might ally with them.

Split Personality (+300 CP): Like many of the heroes, and not-so-heroes, around here you have a split personality. They're still you. But like Xi'an, Jacob Gallows, or the Hulk once he and John began to split into distinct personalities, they're you at your worst. If you're a peaceful, merciful man they might be a bloodthirsty joy killer. If you're a man seeking to make the world a better place through violence they might be a double dealing coward who only cares about their own gain, or a psychotic murderer who ultimately just wants to kill for the thrill. And if you are a sociopath concerned only with your own power? You might find that they are a self-sacrificing would-be-saint. They aren't in control, but you will find that they will be able to take control from you and act on their desires from time to time throughout the jump, often in ways that threaten to ruin your own goals.

Thrown Forward (+300 CP): You didn't arrive in 2099. You arrived in the Heroic Age amidst cosmic powers and terrible events. And whatever you appeared in, it has cast you forward in time to 2099, but in the process it has left you reduced. Your memories are fragmented and torn, your powers and skills are degraded, with your greatest powers lost to you, and you lack access to your out of jump items or warehouse.

Notes:

Jump by Fafnir's Foe.

Skills of Doom vs other perks that grant skills: You'll be better in your specialty than with Skills of Doom, and if you combine them you will see a noticeable boost in the field. Exceptions are Martial Arts where you will be definitely worse in general fighting, and potentially no better even if you were limited to a specific style and the boost will be very small, and Undernet Connections where the skills granted by it are significantly less than the Skills of Doom in those fields and the boost from taking both over Skills of Doom is small though it will still provide experience with running with a gang. Golden Boy puts you significantly better in your specialty - if worse at unrelated fields of science - and gives you outright comic book science (if on the lower end) while Skills of Doom stops shy of comic book science (though still reaches cyberpunk) left on its own; combined you will be approaching the feats of Doctor Doom or Tony Stark.

Traffic in Information vs Somebody to Do Your Poking Around: Traffic in Information helps you look at your information and deduce 'the information I want is probably in this database' maybe send a team to get it. Somebody to do Your Poking Around helps you stumble blindly, you might find the database by scrounging Cyberspace at random, but you'd need to be doing it yourself. Traffic in Information helps you find the information you want, while Somebody to Do Your Poking Around is more based on need.

Corporate Devil: While Avatarr was quickly taken down by Doom, and betrayed by his megacorp council, he had ruled them for decades, and been the open enemy of Doom. Tyler Stone, on the other hand, immediately developed Doom's trust, was promoted to acting head of the megacorp coalition by Doom, and then immediately brought about Doom's downfall. While the perk references Avatarr, it's actually mostly a combination of John Eisenhart and Tyler Stone, with a touch of Miguel O'Hara in Manifest Destiny when he actually steps up to the role he inherited from Tyler Stone and the hammer he inherited from Captain America.

The villain capstone is based on a Deathstryke quote, general villain tropes, and the part about trolling was inspired by Brimstone Love's tendency to appear, overpower the X-Men, and taunt them seemingly out of pure sadism.

A lot of the X-Nation powers and their limits are guess work. Uproar's growth size is never really stated, Clarion's sound to energy is not nearly as consistent as Dazzlers though does seem massively less, December's ice power is demonstrated something like once, Metalsmith's power can't decide if it's Magneto style magnetokinesis or just

metallokinesis and is shown very little, I'm guessing at Wulff's strength levels he kills the Vulture who fought with Spider-Man but doesn't really have feats other than that, Willow doesn't ever use her power to copy super powers until she copies a martian, gets overloaded and stuck and might have its superhuman speed/strength though it might be like just turning into a larger than human macrofauna, and then has a panel and dialogue implying that experience has helped her evolve her powers at the very end of the line before turning into giant sized Uproar, and Twilight's sphere of influence seems to be growing in range and capabilities throughout World of Tomorrow (and to a lesser extent X-Nation, though X-Nation probably does more in World of Tomorrow than X-Nation). Willow and Twilight, as well as Timothy Fitzgerald (or as 1 cover and expanded materials identify him Skullfire) are largely the source for Remnants of the Heroic Age, coupled with normal Superhero rules that are somewhat carried over by Doom and the F4 showing up and the lack of similar in characters like Hulk 2099, after all Hulk 2099 is supposed to have the Hulk's powers, and compared to early Hulk it's believable, but he gets killed by an army. Yeah he's not as angry, yeah he's sort of given up and it might be suicide by army, but in general he (and Jacob Gallows) just doesn't grow like a long running hero of 616.

I was so tempted not to even try to include Clarion or Metalsmith's powers. Both are simply so undemonstrated. Metalsmith's should be good, but even when his powers are 'boosted' on Mars he just doesn't seem to use them. And even if he did he's just a much, much weaker Polaris. Clarion's… He has Dazzler's power, and Dazzler's power is awesome, but his is so very much weaker. And some of this is that all the X-Nation kids are kids, and like the New Mutants have room to grow (and some of them demonstrate this) but that makes it hard to write them, especially the less demonstrated.

Brimstone Love's power(s) are not included because I honestly don't know if the writers ever actually figured out what they were.

Pricing powers is a crapshoot, and balancing them is hard. Especially as many of the users are idiots.

Energy Absorption's energy being option is vague because while it was foreshadowed, Fitzgerald develops it as the line was crumbling, he got torn apart on a cellular level by a biokinetic, and then uses the energy in a storm to knock out a telekinetic manchild, and is last seen saying he came back for Luna and intends to stay with her. He doesn't appear in the World of Tomorrow and his disappearance is not noted on.

Technological Regeneration's upgraded form does not make you actually a phalanx sleeper agent. You possess Nostromo's abilities as demonstrated before that reveal.

Seer is based on Seeress from Ravage 2099. I had to make some large guesses at how her powers actually worked, and ignored her energy blasting because it didn't really have feats as it tended to not be enough to affect her targets. Speaking of Dethstryk his powers seemed to have changed between when Stan Lee left (Most Common Superpower + Breakdown with ranged upgrade) and he returned (Most Common Superpower + Hands That Ravage). Seeress's Caultron was *almost* in the doc, but trying to price 'technological scrying device that you can launch energy bolts through' or figure out what the restrictions were (she only launched energy through once so was that tactical ineptness or actual limit?) was too much of a bother.

Theoretically John Eisenhart had powers equal to the original Hulk's. He never shows the upper limits but he's only got about 18 issues and then he's implied to die to an army offscreen though only after fighting an Anti-Hulk, taking a massive gamma bomb, and watching everyone and everything he loved die due to his failure to stop it. My headcanon is that it's just because John Eisenhart is nowhere near as angry as Bruce Banner (and rage is power) and likely committed suicide by enemy army more than wasn't actually strong enough to take them.

We literally only get some comments about prior uses, and a single panel of Cyclops 2099 using his eye so I sort of had to fanwank the power. Still it felt like a cool one, and so I made up a bit of guidelines and rules for it.

Nitroburn's top speed being mach is a wild guess. It seems to be able to teleport when Doom was using it, was established to be able to phase through walls - though Doom crashed it through them making me assume that teleportation shut down the phasing temporarily - and used similar illustration techniques to indicate speed as Meanstreak so I just pegged it at his.

The Bone Machine will provide you with the knowledge to pick up sorcery even without taking the Strange power. You won't have Jeannie's raw power, or talent, and as Herod's execution of Metalscreem showed the magic it can provide could be shut down with technology of this age, but you could still become a capable sorcerer with a wide variety of magical tricks. Combining the two would help you obtain the skill to go with the raw power provided by Strange.

The Symbiote here is based on symbiotes in the mid 90s. That's why the summary of Symbiote powers doesn't include anything related to Knull or Codices.

I couldn't find a max speed for Ghost Rider's bike, but he was able to drive from one city to another 850 miles away, and back, with a 2 hour detour to rob and another 2 hours to process chemical in 12 hours. So it was faster than 200 mph, but not so much so that it wasn't a close thing.

The wiki listed electro webbing for Max Borne's suit but while it's possible I missed the panel he used it in, it didn't seem to be shown on page. It also listed that it was time travel capable on its own, though I couldn't find proof for that either and he seemed to rely on outside support for predicting and viewing other timelines. The helmet's powers… well how it swapped the position of Chameleon 9500 and Sandman's father is… maybe an internal time machine? I made the note for importing it into it because of that at least.

Had ideas for Scenarios but decided to dummy them out for now, maybe go back and make a 1.1.0 at some point where I add them with rewards. I have issues with scenarios (feel like you're losing/missing something too much if you don't take them), might make them cost CP to take or something, I don't know.

But the basic gist:

Scenarios:

2099 Anno Drop-In - Well you don't have to be a Drop-In to take this scenario but you do have to take over America… and hold it for a decade against all comers and the worst this world can throw at you. And don't think conquest is enough. Like Doom you must give the American people greater quality of life and freedom than under the corporate overlords and their puppet president before him. Reward: America?

Manifest Destiny - Got to get humanity colonizing the stars, breaking the interdiction field that the alien races have set up. You have 10 years. And at the end of those 10 years humanity must be firmly set on the trajectory of a human-focused utopian future where humanity will spread to the stars and leave behind its bigotry. Importantly, however, there are some changes. Uatu was not merely blinded a century ago, he was completely removed meaning there will be no Fantastic Four 2099 and he will not sacrifice himself to destroy the interdiction field which even Reed's technology combined with Captain America-Thor, Johnny Storm, and a host of other unimportant figures failed to do. Unlike in the comic of the same name the alien empires will notice immediately and take action, meaning that you will immediately have to deal with the Shiar on their downward descent but still centuries away from their fall, the Skrulls, and other invaders. There is no Mjolnir or secretly frozen Captain America meaning the symbols which united the world,

and which Miguel would use to keep it united after the loss of Captain America, are not available for your purposes. Reward: Mjolnir?

Cosmic Whale Fall: Based on Exodus. Celestial corpse crashes on Earth. All the factions try to claim it. You must establish it firmly under your control. Reward: Regenerating supply of various Marvel materials like adamantine, uru, and vibranium?

Doom's World: Based on the 2019 event; Doom has erased the Heroic Age from history, and is using Uatu to power an observatory through which he's been altering reality to prevent a return of the Heroic Age. An old Doom, experienced and victorious over his foes, and with his sorcery fully intact. Reward: ???

Timestorm?: Something based on Timestorm. History is being re-written and you have to fix it.

I liked the original Marvel 2099 though it had its ups and down. Ravage started kind of goofy fun that didn't fit the tone, and then went downhill fast when Stan Lee left and they tried to make it fit th tone, X-Nation never got a chance, World of 2099 had some pretty fun things in it even if most didn't get enough detail to be included and Hulk 2099 was fun in it though the Hulk 2099 comic was not up to that quality. X-Men ended up juggling too many plots with how it had a tendency to fragment into 3 or even 4 plotlines with the team divided up and everyone following their own thing, but except for Xi'an I liked most of the characters and enjoyed following them just wished they'd get together and work as a team for the sake of having a cohesive story. Spider-Man, Ghost Rider, and Doom were probably my favorite over all. All of them ended in a poor, rushed manner, and World of Tomorrow left a lot of strings unattended to, while introducing a lot of new stuff. Manifest Destiny tried to tie it all in a neat little bow, but ultimately was not satisfying.

After the original run… Marvel Knights 2099 had its moments but none of them were particularly good. Timestorm 2099 was an alright little mini, though the world was just far less interesting. The Secret Wars 2099 was disappointing coming from Peter David (who wrote Spider-Man 2099), though that might be more because I expected better from him. Spider-Man 2099 vol 1 and 2 were pretty fun (even if Maestro's escape into the present being unresolved was a let down and Tempest was more annoying than anything). The 2019 Secret Wars event was overall not that good (except Conan). Spider-Man 2099 Exodus… I don't understand why it's called Exodus, it seems more of an Odyssey, though I guess it is the story of him going to the promised land. Overall I enjoyed it, I really liked Loki in it, and all of the stories were acceptable and fun. The use of Norman

Osborn as the big villain was disappointing, I don't like him and while he works as a Spider-Man villain and I enjoyed Dark Reign its weakness was that Norman Osborn wasn't convincing as the big bad for the Avengers and it at least had maneuvered it to where he was in the position due to social manipulation and power; and the black cards seemed to be poorly used and reduced to magic totems with how destroying their wealth in the middle of a fist fight somehow turned the tide of it and they were not legally recognized (like in 928) but were just sort of 'welp this supervillain killed the Avengers and he protects them' making the link with wealth weaker than in 928 where it wasn't 'a supervillain beat the Avengers' it was 'the corrupt American system beat the Avengers'. But despite that I actually did enjoy Exodus.

Changelog:

Version 1.0.0: Published.