

Iron Man: Armored Adventures JumpChain Mark II

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Released in 2009 after the success of the Marvel Cinematic Universe's first film *Iron Man, Iron Man: Armored Adventures* tells the story of a teenage Tony Stark. Tony's trying to find out who engineered the plane crash that seemingly killed his father, Howard Stark, believing it to be Howard's business partner, Obadiah Stane. Meanwhile, a Chinese crime lord called the Mandarin seeks to find ten mystical artifacts that are said to grant ultimate power, the Makluan Rings.

Now, you'll be thrown into the mix, entering the Jump on the day Tony Stark starts at his new school, the Tomorrow Academy in New York City. The events of the show will last approximately two years, so that's how long you're going to stay. Here, take 1,000 Choice Points to spend on your journey.

+1,000 CP

Origins

Drop-In (Free): This option will let you enter the Jump as you were before you came here, with no extra memories crammed into your brain, but also no documentation. Legally, you don't exist in this world. That has its ups and downs.

Mutant (100 CP): You're part of a race of humanlike beings that develop superhuman abilities thanks to the activation of the X-Gene in their DNA.

Android (100 CP): You're a machine made to mimic humans in appearance. I'll give you a few options for your creators: AIM, SHIELD, Hammer, or you can be a prototype of Rhona's 'brother,' Andy.

Gamma Mutate (200 CP): Technically, the only Gamma mutate to appear in Armored Adventures was the Hulk. That may seem less than ideal but think of it this way: You can help expand a niche in this admittedly small world.

Makluan (300 CP): Major antagonists in the series. Makluans are a large, humanoid reptilian species, and boast a host of advanced technology, the most powerful being the show's main MacGuffin, the Makluan Rings.

Locations

Roll 1d8 to choose your starting location to gain 100 CP, or choose for free

1. Tomorrow Academy: A high school in New York City with a focus on science and fostering genius in the next generation. Notable students include Tony Stark, James Rhodes, Patricia Potts, and Temugin Khan.

2. Charles Xavier's School for Gifted Youngsters: A school located in Westchester County, New York. This school is secretly a safe haven for mutants of all kinds, founded by Charles Xavier, leader of the X-Men.

3. SHIELD Helicarrier: The flying headquarters of the Strategic Hazard Intervention Espionage Logistics Directorate, captained by Nick Fury.

4. Stark International: A billion-dollar company formerly owned by the late Howard Stark. Its current CEO is Obadiah Stane until Tony Stark turns 18 years old and inherits the company, although Stane will stoop to incredibly low lows to ensure that doesn't happen.

5. AIM Research Facility: Advanced Idea Mechanics is a group of power-mad elite scientists with the ultimate goal of conquering the Earth and creating a new world in the image of science.

6. Temple of Wisdom: Located in modern-day New Jersey, this ancient temple houses a challenge in order to win mastery and activation of the green Makluan Ring.

7. Makluan Overlord's Ship: There are two ways to start this Jump based on the Origin you choose. If you choose Makluan as your starting Origin, you'll start as an ordinary worker on the ship. Every other Origin starts in the brig as the Makluan Overlord's prisoner.

8. Free Choice: Choose any location on this list for free.

Perks

All Perks and Items are discounted for their respective Origins unless specified otherwise. Perks and Items worth 100 CP are free for their Origins, while everything else has a 50% discount.

General Perks:

Fit (Free): Your body is in perfect physical health. It's easy to build muscle or lose weight, and it takes longer for any muscle you've built to atrophy.

Five-Hour Energy and Red Bull (-100 CP): Long day at school? All-night lab session? Fighting a supervillain at dawn? No problem. Your body bounces back quickly, fatigue lingers less, and you can function at peak performance even under stress.

Tech Genius (-100 CP): Your brainpower rivals Tony Stark, and you're able to come up with borderline crazy ideas for advanced technology. If you have the resources, you can make these ideas reality.

Magnetic Personality (-200 CP): What can you say? You're a very likable person. Friends trust you faster, enemies hesitate to hate you, and strangers instinctively see you as someone who matters. Works on adults and peers alike.

Drop-In Perks:

Let Me Read the Script (100 CP): Some Jumpers don't have the advantage of being the Self-Insert of a real-life person and knowing the plot to a show/movie/etc. they're jumping to. Well, worry no more! With this Perk, you'll get a quick refresher course of events that would've happened in the Jump had you not shown up. Character descriptions, important plot points, MacGuffin locations, all that good stuff!

Social Chameleon (200 CP): Sorry, this Perk doesn't have anything to do with Dmitri Smerdyakov, but you can do something similar: Blend in. Simply by acting casual, like you belong, you'll utterly fool everyone into believing your disguises, no matter how poor they are. Need to blend into a school before someone notices you're not a student or a teacher? Just grab a mop and start scrubbing the floors. Everyone will walk past the "janitor" none the wiser. Don't expect to fool any deep scans, though…

Extremis (400 CP): Extremis is a bio-enhancer serum made by SHIELD in an attempt to recreate the serum that created Captain America back in World War II. This Perk will allow you to control all forms of digital technology with your mind. Its influence will reach worldwide, even to satellites in orbit. You can also sense the data inside computers.

Screw Canon! (600 CP): Don't you hate it when the 'powers that be' tell you that certain events are supposed to happen? Me too, which is why I'm giving you this Perk. With it, all forms of fate, prediction, and overall railroading become less reliable when you get involved. It sounds like plot armor, I know, but the universe will not bend over backwards to suit your needs. You're more of a blind spot in its vision.

Mutant Perks:

Mutant Power (100 CP): Mutant powers come in all shapes and sizes, from reading minds and making things float to healing all wounds super quickly. You may choose to obtain any SIMPLE mutant power, meaning any one ability that isn't too overpowered. Fanwank responsibly.

Ultimate X-Men #41 (200 CP): Rest assured, the X-Men won't have to send Wolverine to kill you for other's safety (RIP Jesse, you should've gone to college). This Perk will guarantee your mutant power either doesn't vaporize everyone in your vicinity or gives you full control of a mutant power that does vaporize everyone in your vicinity.

I don't like collars (400 CP): Your mutant power is so potent, any attempts to turn off, steal, or copy your powers without your permission will fail, such as being fit with a Mutant Inhibitor Collar.

Omega-Level (600 CP): Some mutants are truly terrifying. Magneto can alter the Earth's magnetic field, Jean Grey is one of the most powerful telepaths in the universe, and Proteus can warp reality using just his thoughts. This Perk will elevate your power to that of an Omega-Level mutant.

Android Perks:

Android Alt-Form (100 CP): Androids are machines designed to look like humans. They do not need to eat, sleep, or even breathe. You can simulate these behaviors, but they aren't necessary.

Speech 100 (200 CP): You can understand the language of technology, and you can speak to technology. This is different from Extremis in that you can't control tech with your mind. You have to use your voice, and there's no guarantee that you can convince the tech you're talking to to do what you tell it to.

Modular Design (400 CP): Your body was designed for regular upgrades. You can swap out components, reroute internal systems, and attach new modules with ease. Whether it's armor plating, sensors, or experimental weapons, your body can integrate upgrades without surgery or downtime.

Power Mimicry (600 CP): I don't know if you know this, but Andy Erwin's Earth-616 counterpart, Awesome Android, could copy characteristics or attributes of anyone he comes into physical contact with. He could only copy one person at a time for up to an hour. Your body is upgraded with this power.

Gamma Mutate Perks:

Namaste (100 CP): Bruce Banner has some serious issues with controlling his transformations into the Hulk. They're involuntary, being triggered with bouts of anger and aggression. You don't have these issues, being able to turn into your gamma-powered form and back at will.

Alternative Fuel (200 CP): The Hulk's strength is fueled by his anger; The angrier he gets, the stronger he gets. You don't have to be fueled by anger. You can be fueled by any emotion you want: Willpower, hope, even sorrow or pain can give you strength.

The Professor (400 CP): This Perk will divert some of your gamma power to your brain, enhancing your intelligence when you transform. Although, this Perk has the side effect of turning your skin from green to grey.

World Breaker (600 CP): This will boost your strength to unimaginable levels. For comparison, when the Hulk used this kind of strength in the comic book story "World War Hulk," his full power shook the earth and threatened to destroy the entire Eastern Seaboard just by taking a few steps.

Makluan Perks:

Makluan Alt-Form (100 CP): Makluans are more than just giant alien lizard-men. They possess six eyes, telepathic abilities, and an incredibly long lifespan, able to live for thousands of years without any sign of aging. But just for you, I'll even throw in their shapeshifting ability from the comics, but only to and from a human form.

Dragonseed (200 CP): When the Makluan Rings were forged in the heart of the first star, the Makluan Overlord was the only intended user until his son created the Dragonseed and gave it to the first Mandarin. Now, you too can partake of this blessing and freely wield the power of the Ten Rings.

Clarke's Third Law (400 CP): Any sufficiently advanced technology is indistinguishable from magic. The Makluans are a race that has created super advanced machinery, from ships that can travel the stars to robots that can grow larger by absorbing damage. This Perk will grant you such knowledge. You can easily recreate any kind of Makluan technology shown in the series except for making more Makluan Rings, as they're just too powerful.

Berserker (600 CP): You are now the size of The Makluan Berserker. He was much bigger and stronger than his peers, but he also had a unique ability. Similar to the robot Ultimo, the Berserker absorbs damage and metabolizes it into energy that he channeled through his great hammer. However, that was the only way he could release the energy he collected and paid dearly for it once his opponents figured that out. But, since you're paying points for this power, you will not suffer from the Berserker's fatal flaw, and you'll release your energy through your claws.

Items

General Items:

Kylight (100 CP): A rare metal found in the Arctic Circle. Much of the technology made by Stark International uses this metal, such as Madame Mask's mask, the Living Laser's harness, even Tony Stark's heart implant. You'll receive a small amount of this metal, about the size of a large softball. You'll receive more after a week if you use up all your material.

Shady Connections (200 CP): If you don't know what a Rolodex is, it's a little device that sits on a desk and contains small cards with contact into that you can flip through, sorted in alphabetical order. These cards have contact information of people willing to do you a favor… for a price. These contacts are in no way loyal, but they certainly are convenient.

Drop-In Items:

Stark Pod (100): A copy of Tony Stark's digital pod. It's a highly advanced piece of technology, capable of holographic projection, putting out tracking signals, accessing all kinds of media, hacking, and working as a cellphone among other things.

Armory (200): A laboratory hidden in an abandoned factory. This will come with an advanced supercomputer, security systems, access to spy satellites in orbit, and all the tools you could need to create all sorts of inventions. Post-Jump, this lab will become an attachment to your Warehouse.

Powered Armor (400 CP): Through some form or another, you are now the proud owner of a suit of highly advanced armor! Please refer to the Armor Customizer below...

Jumper Multiversal, LLC (600 CP): Stepping into the business world, eh? Can't say I blame you, since there's a lot of companies in this world. Jumper Multiversal is a prosperous national corporation with the resources to expand into a multinational enterprise. You can choose whatever field this company specializes in, from industry to medicine. And the best part is, you'll own it privately, so there's no investors to please and no board of directors to bow down to. This company will follow you into future Jumps if you want it to.

Mutant Items:

X-Men Suit (100 CP): A bright yellow-and-blue suit emblazoned with an ‘X’ on the belt. It’s made of Unstable Molecules, which allows it to expand to fit any wearer’s size and adapt to any mutant power. It cleans itself if it gets dirty and repairs itself if damaged.

Mutant Files (200 CP): These are several files containing information about all known mutants. Their population, where they live, known powers, any public incidents, et cetera. In future Jumps, these files will update to contain info on any superhuman equivalents.

Blackbird (400 CP): The X-Men’s main mode of transportation. Based on the real-life SR-71 Blackbird, this stealth jet is designed for vertical take-offs and landings, can exceed speeds of Mach 3, can carry up to 20,000 lbs. of cargo, and is virtually undetectable by military scanners.

Cerebro (600 CP): The natural range of Charles Xavier’s mutant telepathy is 250 miles, but this machine amplifies this range to cover the entire globe. The original Cerebro was designed for telepath use only, but later models (including this Item) allowed other mutants to use it without being overwhelmed. This purchase gives you a variant of Cerebro Version 7.0, which is a portable version that can be worn as a helmet, minus the “copying mutant minds” gimmick.

Android Items:

Charging Dock (100 CP): Androids are technological marvels, but even they need a little R&R every once in a while. This platform comes with a cord that plugs into the back of your neck that'll recharge your power source, or any other power source you can get your hands on. Very handy if you drain your batteries doing strenuous work.

Drones (200 CP): A group of about 4 drones that hover around you for assistance. They're capable of stealth reconnaissance, equipped with the latest in cloaking technology. They're also packed with small but effective firearms to protect both themselves and you.

Spare Parts Repository (400 CP): You receive a large crate containing common replacement parts, such as wiring, hydraulics, optic sensors, and other structural materials appropriate to your body.

Bot Factory (600 CP): This huge factory specializes in the manufacture of androids such as yourself. It will make 1,000 androids in one year. You can harvest them for parts, conscript them for an army, whatever. Personally, I'd do what Ultron does and turn myself into a huge hivemind of androids.

Gamma Mutate Items:

Stretchy Pants (100 CP): Bruce Banner's bill for clothes must be through the roof, with how often he rips through them every time he transforms into the Hulk. Despite the name, this item isn't just a pair of pants. It's a wardrobe full of special clothes that can stretch to appropriately fit your Hulk form. They'll never rip, no matter how big or how quickly you change.

Hulk-Sized Pantry (200 CP): Transforming into an enormous green rage monster burns tens of thousands of calories and turning back takes just as much energy. You need fuel, and this special pantry contains enough food to keep the Hulk's appetite sated for a week straight.

Gamma Serum (400 CP): Originally, Bruce Banner was turned into the Hulk from radiation exposure to a gamma-powered bomb. This is a more subtle approach, a small collection of vials containing a serum that can turn anyone into a Hulk when ingested. The powers of a Gamma Mutate are unique from person to person, and not everyone has control of their power, so be cautious about who you give these to.

Test Site (600 CP): A barren desert site made for testing gamma weapons. It comes with state-of-the-art labs for creating gamma weapons, bunkers, and enough empty space to test your full strength without any worry of collateral damage.

Makluan Items:

One Makluan Ring (NOT DISCOUNTED, 100 CP): You may choose one from any of the 10 rings in the list below. Can only be purchased once.

Energy Hammer (200 CP): The Makluan Berserker's weapon of choice when he fought Iron Man, War Machine, Rescue, and Gene Khan. It's made of a special alien metal that channels energy outwards in big shockwaves or blasts.

Ultimo (400 CP): An exact replica of the robot Ultimo. In this continuity, Ultimo is the guardian of the Blue Makluan Ring. It was strong, indestructible, could shoot lasers from its eyes, can fly, and it was able to take all the damage it took and use that energy to grow in size. It reached about 40 feet tall on its walk from Greenland to NYC, but no upper limit was stated to my knowledge. This replica will follow your every command.

The Ten Rings (NOT DISCOUNTED, 1,000 CP): Want to skip all the stupid tests and make a grab at ultimate power right off the rip? I know the price is steep, but I'm not gonna hand you the power to reshape reality itself for cheap! That's just bad policy. Anyway, here's a list of the individual rings and what they can do:

1. Purple Ring – Teleportation
2. Green Ring – Energy Blasts
3. Blue Ring – Water Manipulation
4. Red Ring – Fire Manipulation
5. Yellow Ring – Ice Manipulation
6. Orange Ring – Matter Alteration (the only thing Mandarin did with this ring was create an acid cloud that slowly ate away at Iron Man's Armor)
7. Crimson Ring – Mind Control
8. White Ring – Wind Manipulation, super speed
9. Black Ring – Darkforce Manipulation
10. Pink Ring – Life Manipulation to an unknown extent

Every ring gets more and more powerful every time a new ring is collected, and wielding all ten at once will give you the power of a god, able to rewrite reality however the wielder sees fit. If you take the Rings and the Perk "Dragonseed" along with any other Origin that isn't Makluan, you can summon the Mandarin Armor. Just remember, these rings are nothing more than jewelry in improper hands.

ARMOR CUSTOMIZER

Here it is, the meat and potatoes of this whole Jump, a big reason why I wanted to remake it. If you bought the Powered Armor Item, you gain +1,000 Armor Points (AP) to spend on this customizer, and you can convert CP to AP at a 1:1 ratio.

Without any addons, your suit includes these features:

- Jet boots for flying
- Enhanced strength and durability (the amount of which varies on the frame chosen)
- Repulsor gauntlets to blast lasers and generate forcefields
- Basic life support systems
- Hacking, communication, translation, etc.
- Artificial intelligence to help with armor functions

Your armor can have any color scheme you wish.

Frames

Iron Man (Free): The basic size which resembles Iron Man's Mark I armor.

War Machine (100AP): A larger armor. Think War Machine minus the huge guns.

Hulkbuster (200 AP): The largest size in this customizer. It's about nine feet tall and was designed to fight the Crimson Dynamo, but Tony named it Hulkbuster when he used it to fight the Hulk.

Weapons

- Weapons Arsenal (100 AP): The basic model of armor in this customizer doesn't include any ballistics, only energy-based weapons. This addon gives you a bunch of guns and missile launchers that will be stuffed inside your armor. Or you can choose for those weapons to be attached to your armor's exterior.
- Vibration Wave Blasters (100 AP): Developed by Obadiah Stane for Stark International's Guardsmen, this addon will let you shoot shock waves from your repulsors. You can also create tiny earthquakes if you send the shock waves into the ground.
- Terminax Missile (300 AP, Exclusive Hulkbuster Frame): Developed by Obadiah Stane for Stark International's Guardsmen, this payload has enough explosive

power to level an entire city block. It's quite large, so only the Hulkbuster Frame has enough strength to carry it.
- Energy Bombs (100 AP): In the series, Tony developed these weapons for Pepper Potts' personal armor, called the Rescue Armor. These bombs are loaded in the arms and shoulders of your armor.
- Upgraded Gauntlets (100 AP): Seen in the episode "Cold War," these large gauntlets increase the strength of the armor fivefold. They also strengthen your repulsors and force fields.

Packages

- Space Package (200 AP): This package comes with better life support systems to keep you warm and alive in the cold vacuum of space. There are also large jets placed on your back that have enough propulsion to get you from the ground and into orbit in just a few minutes. One drawback of this armor is that your suit will be sealed shut, so that it doesn't accidentally open while you're fixing any satellites in orbit.
- Extreme Temperature Package (200 AP): This will add some extra bulk to the suit, but it'll protect you from extreme cold and extreme heat, from a few dozen degrees below zero to inside an active volcano.
- Vibranium Package (300 AP): The king of Wakanda, the Black Panther, wears a special suit woven from the metal Vibranium, which is native to Wakanda. Vibranium can absorb energy, which makes it virtually indestructible. The metals of your armor will be mixed with Vibranium, strengthening it to extreme levels.

Utility Systems

- Stealth Module (100 AP): This module attaches itself to the chestplate of your armor, over the arc reactor. With this module, the armor can become invisible to the naked eye, as well as slipping underneath the radar of security cameras and other sensors. It'll even dampen the sound of your thrusters.
- Energy Siphon (200 AP): Invented as part of Hammer Multinational's Project: Titanium, this siphon can drain power from other sources to itself.
- Hand Constructs (100 AP): Developed by Obadiah Stane for Stark International's Guardsmen, this addon will allow you to create hard-light constructs of a giant hand from your repulsor gauntlets.
- Tractor Beams (100 AP): Developed by SHIELD for their Mandroids, this addon allows your armor to fire a beam from your arc reactor that immobilizes your targets.

Miscellaneous

- Roller Skates (Free): Sorry, “electrostatic energy racers.” These wheels are unloaded from your boots and charged with electricity to help propel you faster than the average skater, fast enough to outrun a car.
- Origami Backpack (200 AP, exclusive Iron Man Frame): This function debuted in the episode “Ancient History 101.” Your armor has been modified with anti-gravity technology, and it can fold up into a backpack you can wear with no strain on your back.

Experimental

- Gamma Reactor (300 AP): The arc reactor of your armor has been tied into a secondary reactor powered by gamma radiation. When activated, this will give your suit a temporary boost, with a cooldown of about an hour. An armor with the Iron Man Frame will be physically stronger than any other in this setting besides the Hulk, whereas an armor with the Hulkbuster Frame could beat up the Makluan Overlord in single combat.
- Technovore Suit (400 AP): Technovore was a swarm of nanobots that could consume and assimilate technology into itself, but it went insane with the need to feed. But since you’re paying points for this, your swarm is simply built different and won’t go crazy. This addon will make your entire suit a swarm of nanobots that can shape itself to form any weapon and addon you buy in this customizer, as well as any technology you can assimilate.

DRAWBACKS

Pick and Choose Your Canon (Free): I will admit, *Armored Adventures* keeps its characters pretty limited to just Iron Man, his friends, and his enemies. This Drawback (more of a toggle, really) will let you choose what is and isn't canon to this Jump. It can only be from other Marvel properties, and crossovers do not count.

Method Animation (+100 CP): This world looks a bit… off. The streets have very few people in them, people's movements are stiff like stringed puppets, and sometimes their lips move and completely different words come out. Also, whenever there are bright flashing lights, the world seems to get a whole lot dimmer. In case you haven't figured it out, this Drawback will make this world look like the show's animation, complete with its low budget and glaring errors.

A Visit from the Ghost (+200 CP, requires Item "Powered Armor"): If you bought the armor from Drop-In Items, this drawback would make it so that you bought the Iron Man schematics from Ghost and made your armor by modifying the specs. Tony Stark won't be happy with this and will actively hunt you down and try to destroy your suit of armor.

Wait, Where Am I? (+200 CP): You start this Jump with all your memories and meta knowledge of Iron Man: Armored Adventures wiped from your mind. Incompatible with the Perk "Let Me Read the Script."

No More Mutants (+200 CP): You start this Jump with all your out-of-Jump Perks totally disabled.

Throw away the key (+200 CP): You start this Jump with your Warehouse locked away. The key will not be returned to you until your two years are up and you can leave this world.

SHIELD Watchlist (+200 CP): You're making some pretty big waves in this world, and one Nick Fury doesn't like it. Whether it's because of the power you're showing from previous Jumps or just this one, Fury's got his eye on you and will do anything to make sure you pose no threat to the Earth. He might try to recruit you, but it's more likely that he'll just try to kill you.

Gang Warfare (+300 CP): Your presence in this world has attracted the ire of two major crime syndicates in New York City: The Maggia and the Tong. Both groups will make begrudging peace with each other, if only to see you dead, and allocate all their resources to your destruction.

Technovore Unleashed (+400 CP): With this Drawback, events will conspire to ensure the nanobot machine known as Technovore's creation no matter what you do. The beast will revive itself soon after the events of the episode "Technovore." It's decided that it wants all the tasty tech you've got stored in your Warehouse and will hunt you down and try to expand into the greater multiverse via your Cosmic Warehouse.

Early Invasion (+600 CP, requires Item "The Ten Rings"): The awakening of all 10 Makluan Rings has alerted the Makluan Overlord to your location. You'll start your Jump with the Overlord immediately invading the Earth to reclaim what is rightfully his.

COMPANIONS

Companion Import (Free): You can import up to 8 Companions. They all receive 600 CP to spend in this Jump, but Imported Companions cannot take the Origins "Android" or "Makluan."

Canon Companion (Free/100 CP): I believe that a Jumper should make lots of friends. You can't put a price on friendship, which is why you can bring any canon character with you as a Companion if you can convince them to join you. But, if you want to guarantee a favorable meeting with said Companion, you can instead pay 100 CP per Companion.

Dreadknights (200 CP): An army of tall stone soldiers that guarded the second Makluan Ring, the green ring that can control energy. You gain at least a dozen of these soldiers, and they won't even take up a Companion slot. And, just like the Test of Wisdom, if all your soldiers find themselves destroyed, they'll all be replaced as fast as they've been pounded into gravel.

Fin Fang Foom (200 CP): This enormous dragon is the guardian of the fifth Makluan Ring, the yellow ring that controls ice. It can fly, regenerate, breathe fire, and is extremely durable, able to withstand attacks from both Iron Man and War Machine without damage.

SCENARIO

The Ten Tests (Incompatible with Item "The Ten Rings")

For this Scenario, you must find all ten Makluan Rings and defeat the Makluan Overlord by yourself.

The requirements for this will be to complete all the trials in all the temples across the globe. You must be the one to complete these trials, or you will fail the Scenario. So that means you can't just wait for Tony Stark or Gene Khan to complete the trials and then mug them to take the rings for yourself. The only exception to this rule is the first ring, the purple one, because there is no test to acquire it. It's been passed from Khan to Khan for centuries. This also means that you must appease the Makluan Overlord's son so that he deems you worthy of the 10th ring.

After collecting all 10 rings (provided you have the Perk "Dragonseed"), the power surge of attaining godhood will be so great that it will immediately alert the Makluans to your location. The Makluan Overlord will try to capture you and take back what is his. Be warned, the Makluan Overlord is the true master of the Ten Rings, and they will follow his commands. In canon, he forced the Mandarin's control of the Rings to wane, and even forced Mandarin to kneel and made the rings slip off his fingers. This battle will not be easy.

Rewards: Defeating the Makluan Overlord will net you two rewards. The first is that you can keep the **Makluan Rings** and all the power that comes with them. In addition to the rings themselves, they now see *you* as their true master and will obey you as they did the Makluan Overlord.

The second reward is a Perk called "**Absolute Dominance**." Some items are curious things. They can form bonds with their owners and even recognize their true owners, much like the Ten Rings. Whenever you defeat the owner of such an item, any loyalties, claim of ownership, or other mystical bonds the item possesses will transfer to you instead. From then on, said item will recognize you as its rightful owner, and this new bond will not be superseded by prior claims or challenges to your authority. However, this Perk can only work on items that can form bonds and have loyalties to an owner. For example, if you defeat Albus Dumbledore in *Harry Potter* and claim the Elder Wand for yourself, the wand will see you as its true master and its loyalty will become unwavering for you.

The End

Now that your time here is over, what are you going to do next?

Go Home: A lot has happened in the last two years, and you're tired. You're homesick, and I can't blame you at all. You can choose to return to your home world with all your Perks, Items, Alt-Forms, Companions, etc. intact.

Stay Here: There are still plenty of unsolved mysteries in this world. There are still too few superheroes to save the day, after all. Maybe you can give them a hand?

Next Jump: You've had your fun in this world and can't wait for what exciting adventures await in the next one.