Marvel: What If...?

A jump by /u/guyinthecap



Time. Space. Reality. It's more than a linear path, you Jumpers should know that better than anyone. It's an endless prism of branching possibilities, where a single choice can create alternate worlds from the one you know. Now *you* must wander these strange realities for the next ten years, exploring how those changes present new challenges, conflicts, and possibilities. Dare to ask yourself... What If?

Take these choice points, you're going to need them.

+1000cp

Locations

Which corner of the Multiverse do you find yourself in? ***Roll 1d8*** *or pay* ***50cp*** *to choose.*

1) The Sacred Timeline:
   You find yourself in a familiar universe; the *prime* universe. You begin your adventure in the continuity of the mainline Marvel movies. The only changes here are the ones you make for yourself…

2) Captain Carter:
   It's curious how tiny decisions can have drastic consequences. In this universe, Agent Peggy Carter received Erskine's super soldier serum instead of Steve Rogers. Empowered beyond her wildest dreams, Captain Carter went on to build her own team and take down Hydra. You may choose to either begin during World War II or after Peggy is whisked away to the modern day.

3) Earth's Mightiest Murdered:
   The year is 2010, and Nick Fury is about to have a very big week. Between Tony Stark's palladium poisoning, Thor's arrival, Bruce Banner's reemergence, and a potential expedition to find Captain America, the Earth's mightiest heroes seem poised to come together. At least, until they start dying. One by one, all of Fury's potential Avengers are killed under mysterious circumstances. While Fury hunts the killer, Prince Loki is poised to conquer a defenseless Earth. Can you save the heroes before tragedy strikes? Or will you settle for avenging them?

4) Starlord T'Challa:
   In 1988, the Ravagers were tasked by the celestial Ego to recover his son from Earth. Due to an honest mix up, they abducted a young Prince T'Challa instead. The adventurous Wakandan quickly reformed the Ravagers into a force for good, earning himself the nickname Starlord. Now they're planning their biggest heist yet. They may be hiring, if you're interested.

5) Zombies?!?:
   Hank Pym's journey to the Quantum Realm has ended in tragedy. Though his wife Janet was recovered, the quantum virus she carried left a truly frightening effect. Zombies overran North America in mere hours, and the world seems primed to follow. There are holdouts of humanity scattered about, but darker events are poised to doom this universe. Don't forget your long sleeves, Jumper.

6) Prince Killmonger:
The fateful ambush on Tony Stark's convoy in Afghanistan might have been tragic if not for the timely intervention of Lieutenant Eric Stevens. Tony and "Killmonger" become fast friends, denying the Earth Iron Man but leading to the creation of Stark Industries' Liberator drones. But all is not what it seems, as Killmonger conspires to take revenge on his home of Wakanda. Will you aid him in his agenda, or will you try and stop his scheme? The world is balanced on the precipice of war, Jumper. All it needs is the right push.

7) Free Choice:
Fate smiles on you, Jumper! You may start your journey in any timeline within the multiverse. This could be a reality seen in the show, such as the one where Steve Rogers became president. Alternatively, this could be a universe you've only imagined, like one where Aunt May became Spider-Ma'am.

8) Collapsed Reality:
Like Strange Supreme, you reside in a tall, crystalline bubble; all that remains of a sundered universe. You are preserved and "safe," here, but entirely alone. You'll need the Watcher or some absurd level of power to escape from this dark prison. Even if you're stranded here, someone's bound to find you eventually.

Gender & Age

In this rainbow of a multiverse, what shade are you? You may freely pick your age and gender for no cost. Alternatively, you can roll for your age and gender to gain **+50cp each**. For gender, **roll 1d4**; 1-2 is male, 3-4 is female.

Age is a little trickier, given the diverse lifespans of the multiverse's inhabitants. **Roll 1d8**. On a 1, you are a child. On a 2-4, you are a young adult; full of vigor and lacking experience. On a 5-7, you are somewhere between your prime and middle age; seasoned but still capable. On an 8, you are elderly. Then again, that may not slow your species down.

Species

It takes all kinds of people to make up the multiverse. Pick a species below or consider the **Hybrid** option at the bottom of the list.

[Free] Human:

If you were to ask most galactic citizens, they'd say there's nothing special about humans. If you asked the Watcher, however, he'd tell you that humans keep hope alive amongst the worst of odds. Perhaps that's why so many of his stories seem to involve them. Alternatively, you may pick an alien race with capabilities no stronger than the average human.

[Free] Duck:

Well now, what's this? You're an anthropomorphic duck, much like a recently-liberated member of Tivian's collection. Though your webbed feet and snowy-white feathers may be far from human-looking, you have comparable strength, durability, and intellect. When down on your luck, you always go duck.

[0cp/100cp/200cp] Synthezoid:

Not all of the multiverse's residents are wholly organic. Some are crafted rather than grown. For no cost, you could start your existence here as a rudimentary brainscan, copied onto data-tape and stored in a massive-but-stationary database. For **100cp**, you could instead be installed into a mobile frame. It's exact design is up to you, but you're slightly stronger and more durable than your meatbag friends. For **200cp**, you've given yourself the "Vision" treatment. While you lack the Mind Stone's incredible powers, you have a biosynthetic vibranium body. No matter which form you take, all synthezoids process their thoughts at incredible speeds and can subsequently learn new information much faster. They also don't age, though they could still be terminated if damaged severely.

[100] Skrull:

Long outcast from their homeworld, these green-skinned reptilian humanoids have no problem blending into galactic society. Though only marginally stronger or faster than the average human, what really sets the Skrulls apart is their ability to perfectly mimic other sentient humanoids. With practice, a Skrull's shapeshifting can copy an individual right down to their DNA. Unfortunately, this doesn't replicate any incredible abilities or superpowers they possess.

[100cp/200cp] Galactic Citizen:

Not all the universe's inhabitants are as vanilla as humans are. Some have uniquely beneficial biologies. For **100cp**, you can be an alien species with a minor advantage. This could be on-par with a Kylosian's strength or a Zehoberei's stronger skin and second liver. For **200cp**, you could have a significant advantage, like Korg's rock-like physiology. Make your differences your strengths!

[300cp] Frost Giant:

Everyone knows when the Jotunn show up! With their sharp blue skin and 30ft-40ft height, the Frost Giants are some of the most visually distinct species you'll encounter. They can not only manipulate ice as if it's an extension of themselves, but have the strength to match a Royal Asgardian for a time.

[200cp/400cp] Asgardian:

Otherwise known as the Aesir, the people of Asgard are few but influential. For 200cp, you may become an average Asgardian. Granted, "average" means comfortably living for a few millennia, with the strength to bend steel and regenerative healing that makes most human weapons ineffective. For 400cp, however, you're a direct descendent of Odin. The Royal Asgardians can live for 5000 years, and have the strength to knock over stonehenge with a finger tap. Their durability and healing is similarly many times stronger than their subjects. Additionally, the greatest Asgardians hold power over a single fundamental domain. You could be a god of thunder like Thor, generating terrific displays of lightning, or represent something more abstract, like Hela's mastery of dealing death.

[500cp] Titan:

It appears that two survived Titan's destruction. With an 8ft height and distinct purple skin, many will recognize you for the powerhouse you are. Like the Mad Titan himself, your strength would let you triumph against Black Dwarf and even the Hulk on the right day. You are incredibly durable, laughing off bullets and energy blasts from all but the most powerful of weapons. You could even wield the Power Stone raw, for a time, though this should only be done as a last resort. Even without supernatural abilities or Infinity Stones, you have the power to live up to your namesake.

[1000cp] Watcher:

Now you tread amongst gods. Like Uata, you are a cosmic being of incredible scope. With your immense psychic power and cosmic awareness, your only limitations would be the ones imposed on yourself. Functionally immortal and requiring neither food nor air, you could spend millenia exploring what each universe has to offer. Only one being has ever surpassed the power of the Watchers, Jumper. How does it feel to look down on everyone?

[Variable] Hybrid:

Perhaps you are the lost child of a forbidden marriage, a scientific experiment now freed, or simply the coalescence of infinite possibilities. Stranger things have happened in the multiverse. Pick two species from the above list to draw your traits from. You pay full price for the more expensive of your selections and 100cp for the other. You gain the powers of both your heritages, though you may decide how your two halves interact.

Origins

The circumstances of your birth don't define your life. What path will you walk?

Drop-In:

You are an oddity, even within the multiverse. Arriving from outside our understanding of reality, perhaps you hold valuable insight on coming events. This will be a fresh start, Jumper. You must face what comes next with no connections, no new memories, and all the freedom in the cosmos.

Thinker:

Any brute can beat someone, but it's the thinkers that create real, lasting change. You have devoted your life to the betterment of your intellect, eventually rising to become a leader in your field. Whether your studies focus on traditional scientific pursuits, engineering, or even the arcane arts, you recognize the value of discovery. Mind over matter, Jumper.

Shaker:

Not every problem can be worked out on paper. Sometimes, you just need boots on the ground. Some approach their problems tactically, slipping in and out with their objective before anyone is any wiser. Others wield their strength like a hammer. Who will you fight for, Jumper?

Rogue:

Not everyone agrees to play by the rules. Some, infact, take great joy in breaking them. In the end, these scoundrels show their true colors through action. Are you a champion of the people, flounting the law in the name of helping others, or are you someone who wants all the power for themselves?

Perks

What traits make you stand out? Perks that match your Origin may be purchased at half-price, or may be taken for free if the original cost was 100cp.

Undiscounted:

[Free] In My Universe… :

You have to admit, being visited by a multiversal being or your alternate self would be pretty unbelievable, even in a world of superheroes, magic, and comic-book science. It's a good thing you've got such a trustworthy face. So long as you tell the truth, people will accept your strange nature. You can still hide information by omission, and they still might need some time to warm up with you, but should you reveal your multiversal origins, you're much more likely to be believed.

[Free/50cp] Marvelous:

This place feels like it leapt off the page of a comic book! During your jump duration, you gain the animated visuals and stunning soundtrack that accompanies all of the adventures here. Reality seems to be taking influence from the cartoons too. Capes don't snag, knocking out someone doesn't cause permanent damage, and even the people seem to all look a little better. For no additional cost, the world around you runs a bit more on comic-book logic. For **50cp,** you may apply this effect to future worlds you visit.

[50cp] Like Lavender:

You have looks befitting the silver screen! Whether you're the actual God of Thunder or just a Chip & Dales dancer that looks like him, you've got an appearance that will turn heads, even in this world of superhumans. As an added bonus, you'll find these looks are much easier to maintain. Whether you've been thrown through a brick wall, are covered in zombie chunks, or are straight-up dead, you'll always be clean and smelling fresh!

Drop In Perks:

[100cp] Darcy:

You've got the energy of a grad student! No, not the dejected, burnt-out one, the one that can tackle endless hours of research and scut work with a smile. Of course, you're also just jaded enough to have a marvelously sarcastic sense of humor. Keep a quip ready for whenever you need a comeback. You're also pretty good at pulling all-nighters, though you will need to sleep *eventually*.

[100cp] I Observe All:

What good is the power to walk the multiverse if you're just going to get bored along the way? With this perk, the emptiness of interstellar space and the loneliness of dead worlds holds no sway over your heart. While your body is limited by physiology, your soul cannot be weighed down with boredom, hopelessness, and solitude.

[200cp] Party Maker:

You're the life of the party! Anywhere you go, you can choose to start a party of legendary proportions. These festivities will only grow over time, attracting more and more interesting people until disbanded. Most in attendance are guaranteed a good time; no one winds up with anything more than a tattoo as far as lifelong consequences go. That said, you can only shirk the responsibilities for so long. This perk also makes you great at carousing. You could land on Midgard for the first time and be having diplomatic relations with the locals within hours.

[200cp] Your Stories Mean Everything:

Experiences are the real treasures of the multiverse, and you've got a mind to collect them. You have a perfect memory, letting you recall your morning meal and the downfall of a millenia-old civilization with equal ease. Of course, it helps to have things worth remembering. With this perk active, you also find yourself drawn close to important events and people. Should you wish to join these icons on their adventures, you need only make the final choice.

[400cp] Armory of the Collector:

Where'd you find that?!? You find that your travels offer you plenty of opportunities to accumulate powerful and unique weapons and artifacts. These might be given to you in tribute, taken by conquest, or encountered in another way. Whatever the case, you're rewarded for safeguarding them. If you can maintain ownership of these objects for at least half of your in-Jump duration, these items gain fiat-backing and will reappear in your Warehouse at the start of each jump. This doesn't stop others from using them against you if you aren't careful, or stealing them for the remainder of the jump. *See the Notes section for additional details.*

[400cp] Sniff Out Trouble:

Whether it's a healthy dose of paranoia or just a keen insight, you have a way of uncovering the truth. Even if your opponents are master manipulators with lifelong plans, you can usually put enough pieces together to uncover their schemes. This intuition is also quite helpful when dropping into new universes, letting you get the lay of the land quickly. You could quickly discern differences between your current and native timelines, or determine if it's too late to intervene in a villain's plot before tragedy strikes.

[600cp] Raised By Witches:

An upbringing among Frigga's coven has left you with insight and power like no other. Whether you're manipulating dark matter to transmute creatures or crafting illusions and communications, others would be forgiven for calling you a witch. Of course, you also have a grasp of the more mundane aspects of Asgardian "magic." Hyper-advanced technology, such as the Bifrost and the Soul Forge, are well within your capabilities to construct, so long as you have the resources. Will you guard these ancient secrets greedily, or will you share them with all who would learn?

[600cp] Audience Member

The Watcher's immortality and mobility through the multiverse has let him gain near-omniscience the hard way; by literally observing almost every event. You may not have time for all of that. Like the Watcher, you can "watch" how a story will play out, observing the sequence of events in a given timeline. This is not an instant process. After all, the Watcher only realized *mid-viewing* that Ultron would break free of his universe. However, you can skim through the broad strokes of a timeline near-instantly. The more details you search a small span of time for, the longer this process will take.

This is a perfect knowledge of events to come, at least until you or another multiversal being intervenes. If you or another such being makes a change, you create a branch in reality, effectively making a new timeline. If you want to know how *that* story turns out, you'll need to observe events again. This power is best used sparingly, as spamming it can overwhelm even an expanded mind like yours. Maybe *you* can be our guide through these vast new realities?

Thinker Perks:

[100cp] Area of Specialty:

When you're talking about super scientists, what really sets them apart from each other is their area of focus. Bruce Banner has his work with gamma radiation, Jane Foster covers astrophysics, and even Steven Strange specializes in neurosurgery. In addition to all the prerequisite schooling, you now have a similar degree of experience in your own field. You may choose to focus on any mundane discipline or specialty, but you will be one of your field's leaders none-the-less.

[100cp] Mystical Instruction:

Now we've solidly left the realm of mundane thinking. Whether you trained at Kamar-Taj or found another master to study under, you have achieved a basic proficiency in drawing energy from the multiverse to shape the source code of reality. These programs or spells may be small at first, but practice and training will reward your effort.

[200cp] Mind for Branding:

All of the good ideas in the world aren't worth a pile of beans if you can't get anyone to buy them. Whether you are selling finished products to the everyday consumer or pitching ideas to sponsors and shareholders, you know how to make your work appealing and advertise your wares. You also excel at "watering down" your inventions for mundane uses. Sure, that super soldier serum probably shouldn't be sold at your local pharmacy, but maybe a toned-down version could help rehabilitate injured veterans.

[200cp] Shoulders of Giants:

For every learner there is an equally important teacher; often several. Strange would be nothing without the Ancient One, Librarian O'Bengh, and even Wong. Like Steven, you have a knack for running into teachers who take an interest in you. They may not know *everything*, but all of these mentors will be able to teach you something. Just be wary of the lesson you need, not the lesson you want. Just because they have your best interests at heart doesn't mean you'll always listen.

[400cp] Mother of Invention:

It's no secret that conflict drives innovation. After all, Erskine's super soldier formula only gained traction during the darkest days of World War II. Now you excel under similar conditions. Your creativity and ingenuity grow by leaps and bounds when faced with an impending thread. Be it zombie plague or planetary invasion, you can cobble together solutions to meet pressing needs. It may not be the most refined

answer to the problem, but should you survive, you'll have plenty of time to revise your work.

[400cp] You Are What You Eat:

You *could* spend years, perhaps decades, practicing and training to increase your power… or you could cheat instead. An ancient mystic secret has given you the ability to absorb a creature's power and assimilate its traits. The only catch? You have to overpower it first. Any supernatural creature can be targeted by this ability, but starting small will probably work the best. After all, these gains can snowball ridiculously with enough time. Just be sure you don't lose control of your new aspects, and make no mistake, that is a *very* real possibility.

[600cp] Intellect:

There's lots of smart people around here, but now you stand amongst the capital-G geniuses. At the start, you would be on-par with Banner, Zola, and Killmonger, but exploration and experimentation will make you an equal of Stark or Pym. You may start out by scraping together an arc reactor in a cave, but pretty soon you'll be uncovering the marvels of the universe.

[600cp] Major Magic:

You've gotten into the powerful tomes and learned a few secret techniques that will put you on a whole different level. Choose **two** of the spells listed below to add to your repertoire. If you purchase this perk a second time, you may learn all four spells.

i. **Protection spell:** A must-have when facing cosmic beings, this spell wraps the wearer in glowing eldritch energy, giving them an additional layer of armor and enhancing their mundane tools and weaponry. With a spell like this, you or your allies could tagle with even Ascended Ultron for a short time.

ii. **Duplication Spell:** A relatively simple spell with a high potential energy requirement, this technique lets you create up to a dozen copies of an object or creature, each capable of moving and acting independently or in concert. The more powerful the object or creature, the more energy you must fuel the spell with.

iii. **Mirrored Reality:** A specialized and high-dangerous variant of the previous technique, this spell can create a split in a localized section of timeline, allowing two versions of an individual to exist simultaneously. This is far more efficient than the Duplication Spell, and can be used on more powerful beings, but can only be maintained for short spans of time. Go meet your evil twin, Jumper.

iv. **Pocket Dimension:** Make some space for yourself. You can craft a small extradimensional space that you may enter or exit at will. You control how time passes in this space, as well as who can enter or exit. Maintaining the space takes enormous concentration and power, so I still suggest using your Warehouse for storage.

Shaker Perks:

[100cp] CQC:

You can take care of yourself when things get down and dirty. Whether you're fighting with a vibranium spear, electrified gauntlets, or just your own two hands, you're a beast when it comes to melee combat. You've mastered half-a-dozen martial arts and pick up even more with ease. Even without any powers, your training would let you take down a shipping container full of STRIKE agents or keep pace with the Dora Milage. As an added bonus, you look *good* when you fight, flowing and leaping across the battlefield like a certain enthusiastic Algerian. Just try not to look like *too* much of a poser.

[100cp] Agent:

Saving the day takes more than beating up bad guys; it means gathering intelligence. Whether you trained with SHIELD, the Red Room, or another secretive agency, you've learned all the tricks of the trade, making you one of the best spies around. Uncovering leads, stealing secrets, and dodging tails is all in a day's work for you.

[200cp] Hawkeye:

Perhaps you prefer fighting from afar? No matter the tool, from bows to rifles to even darts and golf clubs, you are a true master of ranged combat. Even ricocheting shields would be easier for you as predicting the trajectory of your projectiles becomes childsplay. It really makes you wonder about the definition of "unpowered" if you can headshot a dozen Ultron drones while they're flying from a kilometer away. As an added bonus, this gives you the skills to craft and utilize specialized ammunition.

[200cp] Vulnerabilities:

The intelligence game is like Judo. The goal isn't to throw your full weight against your opponent and see who's stronger, it's to neutralize their strength while fully applying yours. Spycraft is the same way, ferociously striking at the critical parts of an adversary's organization or plan. Through a combination of insight, luck, and fieldwork, you excel at uncovering enemy plans, identifying their weak points, and

exploiting them. This also helps in the short-term, letting you find an enemy's flaws mid-fight. Remember, a two-inch stiletto can cause as much damage as a longsword if placed properly.

[400cp] Captain:

You have a brain for tactics, letting you lead a company of soldiers across a battlefield or an elite strike team on a high-stakes mission with equal skill. As a natural leader, you help your team members and apply their talents as best as possible. You also excel at coordinating with outside elements, such as parallel teams, air support, or other even just local police. With your guidance, your team can seamlessly integrate themselves into almost any situation, dominating any conflict with efficiency and effectiveness.

[400cp] Rabbit:

You can't report the secrets you uncover if you don't survive the mission. You have a habit of surviving terrible odds as fate often puts you in places or positions you're more likely to escape from. Additionally, this knack for survival has developed into a sixth sense, warning you of the possible danger a situation may hold with a feeling of dread. Whether this is something esoteric like the spider-sense or just a gut feeling, you'll always be alert to danger so long as you're conscious. Never walk into a mission blind again.

[600cp] Force Multiplier:

Your presence has an effect on the battlefield. Soldiers under your command will fight at their peak, while those who you *lead* will fight beyond it. Should you choose to lead from the front, your troops will rally around you, fighting long past their normal limits. But just as a team is strengthened by their leader, a leader draws support from their team. When you fight alongside those you command, whether they be a small team or an entire army, their support will allow you to overcome opponents you could never face by yourself. This doesn't make you invincible; an overwhelming force can still crush you and your army. But bad odds aren't quite so terrible when we fight as one.

[600cp] Director:

It takes more than a soldier or a spy to protect the world. It takes someone with vision, who can adapt to the threats of tomorrow while administering the strategies and logistics of today. Like Fury and Hill, you have what it takes to run one of the most powerful intelligence agencies on the planet. Should you join such an agency, your competence, effectiveness, and even presence of personality would have you skyrocket to its upper echelons of leadership. The world's in safe hands so long as you keep your good eye on the bigger picture.

Rogue Perk:

[100cp] Sticky Fingers:

Even thieves with hearts of gold know how to pick locks and pockets. From breaking-and-entering to the classic misdirect, you've got the skills that come from hanging around such colorful characters.

[100cp] Villainous Visuals:

Why are so many villains so stylish? You have control over how your powers and abilities appear to others. Perhaps you want your pyrokinesis to produce purple flames instead of orange ones, or you want to leave an iridescent streak through the air as you fly. Such adjustments are within your control, so long as they are only aesthetic and don't confer any actual benefits or improvements.

[200cp] Classic Starlord:

It's an honor to be in your presence! You can easily cultivate a reputation, whether you want to cower onlookers with fear or foster a Robin Hood-esque air of nobility mystery. Should your deeds reinforce this desired perception, you would find word of your exploits stretching out across the stars.

[200cp] What The Hell Is This?:

It shouldn't be possible, but here you are! You have a knack for passing beneath the notice of those around you. While this perk does enhance your ability to sneak around, it's real power is against supernatural forms of detection. Divination spells or strange spider-senses would find no purchase on you should you wish to remain hidden. Even the precognition of divine beings would fall short, letting you pass undetected. And unlike Ascended Ultron, you didn't have to become the most powerful being in the multiverse to do it.

[400cp] The Triple Cross:

Good intentions can get you far, but redistributing wealth and resources is still going to mean taking them from some very greedy people. Thankfully, you have a plan. When it comes to heists, infiltrations, and even high-stakes business ventures, you're the one everyone chooses to follow. Through a combination of skill, luck, and tenacity, you can put schemes together to steal the unstealable and reach the unreachable. It might take disguises, bluffing, and all kinds of duplicity, but few are better at arranging under-handed plots.

[400cp] Just Not Your Day:

Of course, it helps to have marks that always seem to make a few key mistakes. From monolging when they should be shooting you, to sending an advanced robot army to war with no support or contingencies, your enemies have a habit of tripping over their own feet. Whether this comes from underestimating your capabilities or just rotten luck, you'll be able to exploit plenty of their disadvantages. You'll still need a plan, but fate definitely isn't on your enemy's side.

[600cp] Noble Heart:

The blood of a king and the heart of an explorer are a magnificent combination. Even removed from Wakanda, the personality of a lost prince shone for all to see. Like him, you'll find it easy to make friends wherever you go. Strangers will treat you with kindness, and even staunch villains will usually keep things professional. A heart like yours could turn the Ravagers into a galactic force for good, and even talk down the Mad Titan himself. You could inspire a lot of positive change this way, Jumper. Wakanda Forever

[600cp] Chessmaster:

You're a cunning sonofabitch, aren't you? You're a master of manipulation, playing multiple factions against each other as you work both sides to accomplish your own ends. Whether you're staging the rescue of genius billionaire playboy philanthropist to gain his trust or framing his murder on your enemies, you can convince nearly anyone to follow the paths you've laid out for them. The best part? They'll think it's what *they* want to do. You could start a war between two nations, profit from the chaos, and only the most suspicious of observers would ever question you. I wouldn't want to play chess against you, friend.

Companions

The multiverse is too big to travel alone. Maybe you need some company? Companions may not take drawbacks, but you can donate CP to them at a 1:1 exchange rate.

[Free] Prince:

Heroes are never truly gone; they live forever in our hearts. Though T'Challa may have completed his journey here, you may take him with you if you choose. After all, death is not truly their end so long as we remember them.

[50cp] Cosmo:

Who's the goodest boy in space? This guy is! Recently freed from Tivan's collection, this four-legged cosmonaut is much more than he appears to be. Exposure to cosmic energy has granted this canine the boons of telepathy, minor telekinesis, and a greatly expanded lifespan. What better companion for a multiversal being than a dog who's already explored the stars?

[50] Button Pusher:

Even the biggest bruisers need some help figuring things out now and then. With this option, you've obtained the services of one plucky scientist looking to tag along on your adventures through reality. They come with the Thinker origin, the perks **Darcy, Area of Specialty,** and **Mother of Invention**, and gain a **300cp** bank to spend on perks and items, but not powers. They may not be great in a straight-up fight, but you'll appreciate having them to give a second opinion.

[100cp] Import/Create a Companion:

Maybe you have some friends you'd like to travel the multiverse with. You may create or import one companion of your choice per purchase. They receive a background and it's discounts and stipends, as well as a bank of **400cp** that they may spend on Perks, Items, Armor, and Powers.

[200] Canon Companion:

Do you wish for one of these marvelous characters to accompany you? You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

[150cp/300cp] Drone Cohort:

Many hands make light work. You've stumbled onto quite the catch; a full squadron of a dozen Ultron drones, ripe for reprogramming. For **150cp**, these bots are Mark 1 Sentries, like those constructed after Ultron's initial creation. Their repulsors let

them fly at transonic speeds and fire energy blasts while their durable titanium frames grant them significant strength. For **300cp**, you've somehow stolen away Ascended Ultron's most recent batch. These Mark 2 Sentries have more powerful repulsors, a sturdy vibranium body, and a quantum entanglement communicator that allows instantaneous data transfer between drones. So long as they are in the same universe, you may command your cohort with no delay.

[200] Last Option:

This is the Captain Marvel to your Fury; your fallback plan when everything's gone wrong. You may create or import this champion, customizing them to your liking. They receive a background, along with all the attached discounts and stipends, as well as a **600cp** stipend to spend on Perks, Items, Powers, and Armor. This purchase comes with a custom-built beeper that you can use to call in your big gun. No matter where they are, you can let them know you're in trouble.

Items:

You're going to need gear for the trials ahead. **Drop-Ins** and **Thinkers** receive **200cp** to spend in this section only. Items that match your Origin may be purchased at half-price, or may be taken for free if the original cost was 100cp.

Drop In Items:

[100cp] Endless Party Steins:

What good is a party without the perfect refreshment? This set of glasses will refill on a whim and always adapt to suit the drinker's tastes! Do be careful not to overindulge, Jumper. God-sized drinks give god-sized hangovers.

[100cp] Azure Cloak:

For when you want to look imposing and otherworldly, look no further. The wearer of this billowing blue garment always garners respect, no matter what universe they find themselves in. Should you wish, you may also customize the style, from a tracksuit to a battle cape to the traditional Watcher robes.

[200cp] Vegas Suite:

Tucked into the top of a luxurious 5-star hotel, you've got a room, apartment, or flat that is perfect for keeping the afterparty going or spending a quiet night in. At the start of each jump, you may decide which city this suite appears in, or if it attaches to your Warehouse.

[200cp] Barrier Lens:

Conjurable with the wave of your hand, this pane of crystal is made of the same material that separates dimensions. By looking through this lens, you can see what your surroundings would look like in a different universe. This isn't great for scouting your *current* locale, since diverging timelines are different by definition, but it would be a helpful tool for planning your trip through the multiverse or showing someone else the alternative outcomes to their choices.

[400cp] Pub at the End of the Universe:

There's no finer place to grab a drink with some friends. This lovely establishment sits on the cusp of reality, surrounded by a hungry void of destruction. Despite that, you'll find a cozy interior, fabulous food, and mastercrafted refreshments inside. You and anyone you designate receives the incantation to summon the pub's entrance. They may visit this pub at any time, whether everyone resides in a single timeline or are scattered across the multiverse. When your visit is done, each customer

can exit the pub and return to their local dimension. Catch up with your friends over a pint, no matter how far away they choose to hang their hat.

[400cp] Multiversal Armor:

The Watcher almost never intervenes, but when he does, he gets serious. Originally modeled after Uata's plate, you may summon this armor to you or alter it's style with a thought. Crafted from manifested psychic energy, this coat could protect you against all but the greatest of foes. Even Ascended Ultron couldn't crack this plate outright.

[600cp] Embers of Genesis:

These strange glowing flakes are actually interstellar dust collected from an ancient supernova. The embers contain enough nutrients and essential building blocks to turn a barren planet into a garden world with just a touch. A few measly shavings were enough to bury Knowhere in vines and vegetation. The vial you now own could transform dozens of full-sized planets into overflowing greenhouses, ending hunger on a galactic scale. Someone more scientifically minded could apply the incredible potential of these particles in even more amazing ways. Just be sure not to swallow any. This vial will refill at the start of each Jump.

[600cp] Infinity Stone (Undiscounted after 2 purchases):

Space, Time, Soul, Mind, Power & Reality. These are the ingots of creation, the Infinity Stones. Most powerful figures spend their lives hunting just one of these cosmic gems, but you have a simpler option. Whichever Stone you choose to purchase, it's potential is, by definition, limitless. Just like the stones wielded by Ascended Ultron, the stones you purchase here will continue to function, even outside their universe of origin. *See the Notes section for additional details.*

Thinker Items:

[100cp] Sonic Taser:

Stark-tech is no joke. This rifle-sized sonic emitter overwhelms the inner ear of any person caught inside the firing cone. While it's only effective to a range of 30 meters, this weapon can incapacitate even augmented super soldiers after a few seconds. Fight smarter, not harder.

[100cp] Armani:

A name no stranger than the others of this world. Joking aside, you are the proud owner of a brand new suit on the cutting edge of fashion. This finely-tailored finery is fit for a sorcerer, and has been imbued with spells that will guarantee it remains clean and in good repair. It doesn't offer much protection, but perfect for a night on the town. Each night, you may alter the style of this suit to fit new fashions.

[200cp] Automated Assembly Line:

Looks like you raided Tony's garage. You've got a workshop to rival Stark's setup… circa 2008. Even still, that means you have a robotic assembly gantry, a supply warehouse, holographic design software, and a personal assistant A.I. on-par with JARVIS. Feel free to dream up all your inventions without the hassle of building them yourself!

[200cp] Wheels:

What good is success if you can't show it off? This high-end supercar is perfect for getting from Point A to Point B in style. As an added bonus, your Benefactor has thrown in a parking permit, gas card, and a kickass repair policy. Just try not to get it caught in a time loop, okay?

[400cp] Liberator:

Whether you bought these legitimately or "borrowed" some from the US government, you've managed to snag a platoon of Liberator drones. Standing 9 feet tall, each of these 40 battle robots are built from a sturdy vibranium alloy, making them immune to most small-arms fire and explosive attacks. Armed with a 20mm cannon, an automatic grenade launcher, and hand-shaped manipulators, the Liberators combine the mobility of the infantry with the firepower of an armored cavalry unit. Best of all, these drones are all networked in a hive mind, letting them coordinate tactics in real time with no delay.

However soldiers, even very dangerous ones, are useless if you can't get them where they need to go. That's why this purchase also includes a specialized Il-76 "Candid" transport plane, capable of traveling 5000km and landing on any unpaved bush airstrip you can find. The hardened uplink center in this plane's payload bay will

let you command your metal army, no matter how many times your enemies try to jam you. From Siberia to Africa, fight on any battlefield with the ferocity of your own Gundam army.

[400cp] Relic of Power:

Not all magic emanates from sorcerers. Some effects are generated by ancient relics, from the Casket of Winter's ability to conjure ice to the Cloak of Levitation's gift of flight. This purchase has secured you your own magical artifact, whether it be a previously-seen relic or an entirely new creation. You could even commission a Nidavellir creation if you prefer the Asgardian flavor of magic. This relic's power may range from the humble to the mighty, scaling from the Vaulting Boots of Valtorr all the way up to the legendary Mjolnir. However, there are a few limitations. Firstly, be sure not to let your ambition destroy you. Just because you *can* purchase a copy of Mjolnir doesn't mean you can survive its power. Second, no relic you create may be more powerful than Thor's hammer. If you wish for the power of the Infinity Stones, look elsewhere. Beyond these restrictions, the universe is the limit. Employ the mystic arts responsibly, Jumper.

[600cp] Metal Jacket:

Not all great minds shield themselves with the arcane arts. Some prefer more physical constructs. Whether you built it yourself or are piloting it for your local egghead, you've been strapped into a mechanical suit of armor. With this purchase, you receive **600cp** to spend on the **Armor** section of this document below.

[600cp] Lost Library of Cagliostro:

Any Master of the Mystic Arts understands that the true gateway to power is knowledge. It is for this reason that the wise Cagliostro hid his library away from the world. Thankfully, you have a backdoor key. Protected by magical enchantments that gave even Dr. Strange pause, this library contains hundreds of thousands, if not millions, of books on the arcane arts. Even forbidden tomes and texts thought lost to time are all protected within this expansive stone structure. From now on, you may access the library at any time, conjuring a doorway to the mysterious jungle that hides this place from prying eyes. Even as you travel to future worlds the library will expand, allowing you to find all manner of magical texts and literature here.

Shaker Items:

[100cp] Loadout:

We can't have you running into battle naked, Jumper, it's against regulations. Thankfully, the quartermaster has allocated you a uniform (or "costume" if you're a civvie), one or two pieces of specialized equipment, and a standard allotment of more mundane gear. This procurement could get you Black Widow's gauntlets, Bucky's custom M249 Para, Starlord's blasters, or even Spiderman's webshooters. You'll also have a steady supply of any ammunition you require, from bullets and taser-darts to throwing knives and web fluid. Unfortunately, this can't get you any magical equipment or gear made from supernatural materials. Sorry, you need a different form for that.

[100cp] Dead World Cloak:

When a ghillie suit won't cut it, reach for this little number. Made from metamaterials, this cloak will keep anything it covers out of sight and off the radar. With active camouflage and thermal masking, even Ultron's upgraded sentries would have a hard time finding you with this thing on.

Alternatively, you may prefer cover over concealment. Instead of an active camo cloak, you may instead receive a Wakandan shield-cloak. This handsome blue garment will project a tall, flat plane of energy in front of the wielder when held properly. While enemies may be able to see you, they'll have a harder time getting to you while you're behind this defense.

[200cp] Shield:

Some symbols persist, even across timelines. Crafted from a unique blend of vibranium, adamantium, and even a little uru, this shield offers unparalleled personal defense. Virtually indestructible, this defense will protect you against physical blows, energy blasts, and even malicious spells that directly target you. Due to its unique composition, the alloy that makes up this shield will absorb a fair amount of energy. Once this reservoir is filled, however, the energy "overflow" and be reflected off the shield. This could let you direct a shockwave from Mjolnir or reflect a repulsor beam, turning your defense into your offense. Just be sure you're up to carrying this thing. After all, symbols must be strong.

You may choose the design and style of this shield, including any symbols on its face. Alternatively, you may choose to receive a different tool or weapon made of the same fantastic alloy.

[200cp] Arrows:

The bow and arrow was once the pinnacle of weapons technology, and a certain SHIELD operative is helping history repeat itself. This purchase nets you a quiver filled with Hawkeye's most creative armaments. From the relatively tame grapple and explosive arrows, to more niche constructions like the datalink and electronet arrows. You've also got a couple of his most powerful arrows, like the strange Pym arrows and the forcefield arrow, which once held back hundreds of Ultron drones. You've even got a low-yield *atomic* arrow in here, though you best save that as a last resort.

[400cp] The Farm:

Even if you spend your whole day busting bad guys, you'll still need somewhere to hang your hat. While this compound is much smaller than the gargantuan complex the Avengers keep upstate, it's no less respectable. Situated in the privacy of a heavily-wooded nature reserve, this secure facility features dedicated spaces for housing, training, and maintaining your team and their equipment. Though it's style and specifications are yours to decide, this moderate base is the perfect place to regroup, recharge, and recuperate after a fight.

Additionally, the attached hanger houses a state-of-the-art response craft on par with the Mandela or the Third Generation Quinjets. Capable of carrying you and a small strike force everywhere from across the country to above the moon, you'll always be able to reach the battlefield with speed and style.

[400cp] Classic Helicarrier:

Or perhaps you prefer a mobile headquarters? This first-generation helicarrier serves as a valuable platform to conduct battlefield management, stealthy reconnaissance, or even direct strike missions. Capable of both ocean operations and turbine-driven VTOL flight, this vessel comes equipped with quinjets, a few evacuation skiffs, and a dozen F-35 Strike Fighters to provide air support. Of course, if you prefer a subtler approach, the photoreactive paneling and radar-absorbing hull will make this helicarrier invisible to ground observers above a certain altitude. Take to the sky in your new flying fortress!

[600cp] National Pastime:

What's better than government secrets? A whole building full of them. Similar to the KGB archives in Moscow, this ominous warehouse holds a treasure trove of information. All of the shelves and boxes here hold copies of classified papers, secret files, and defunct prototypes kept by a government of your choice. You won't find *everything* in here, unfortunately. Information that isn't recorded or copied down will still have to be extracted from the source. But if the secret was ever copied, written down, filed, or logged (which big, bureaucratic governments love to do), a copy of it will appear here. This information could change the world if leveraged correctly. Now you

just have to explain why you know what you know. *See the Notes section for additional details.*

[600cp] Tactical Response:

Some threats require a quick, decisive, and overwhelming solution. For those occasions, you have a *nuclear response.* Like Director Hill, you have the authority to call in a tactical nuclear strike on high-priority targets. Though the delivery vehicles may vary, you have command of ten low-yield tactical weapons. You could deploy these as frequently or as sparsely as you wish, though I'm sure your superiors will have follow-up questions should you employ them out of nowhere. However, once you expend this stockpile you cannot call on these weapons again until the start of your next jump.

Alternatively, you relinquish control of your ten tactical warheads in exchange for a single strategic asset. This ICBM is capable of delivering 2.5 megatons of destructive force to anywhere in the world. You may need a good cover story for pulling this out, but you'll ultimately be the one with your hand on the button.

Rogue Items:

[100cp] Yaka Arrow:

Whistle while you work! This strange bronze arrow is made from Yaka metal, which responds to specific sonic frequencies. Most famously employed by Yondu of the Ravagers, an arrow like this could make rapid course corrections, punching through obstacles, enemies, and even starship hulls when given the right tones. With a little practice, you'll be as proficient as the Centaurian himself! The added red prosthetic fin is cool looking, but optional.

[100cp] Hardened System:

When civilizations fall, the first things to degrade are expensive, delicate technologies. To safeguard against this, you've acquired an analog computer bank, similar to the one used by Dr. Zola. Robust enough to survive a nuclear winter, this system runs far better and faster than a 20th century supercomputer normally would. While it can't fully emulate the processing speeds of modern machines, these datatapes and the information they contain could survive every apocalypse short of the planet being destroyed. These air-gapped, tamper-proof hard drives come with their own remote basement to store them in. While this system definitely isn't portable, it makes up for it in reliability and survivability.

[200cp] Starship:

Despite how many stories seem to revolve around Earth, there's a whole universe to explore out there. Wouldn't you like to see them? You are now the proud captain of your very own starship. This could be anything from an M-class flier like the Mandela to a product of the Wakandan space program, but a few things remain constant. Your vessel is equipped with a standard FTL jump-drive, allowing you to cross great distances with a series of "hops". The accommodations inside could fit a family cozily or make for a spacious solo abode. Finally, your vessel has *just enough* weapons to discourage the curious. She may fly like a Ravager warbird, but that doesn't mean you should take it into a warzone, yeah?

[200cp] Vibranium Supply:

Let's just say these fell off the back of a truck, yeah? This shipment of the most wondrous metal on Earth may be unrefined, but that only expands their potential to any number of applications. If used structurally, you could make any of your constructions virtually indestructible. You could also use it as Killmonger did; to catalyze a self-sustaining energy source and give Stark a rival in the clean energy business. Of course, you could always just sell it and make obscene amounts of money for yourself. Remember, a single Dora Milage spear went for 20 million. This supply is enough to outfit a full platoon of Wakandan soldiers, and will replenish in 1 week if used

for crafting. If you choose to sell it, this supply will earn you many years of lavish living, and will renew in 1 month. Just don't let the Wakandans catch you with it.

[400cp] X Marks the Spot:

Sometimes the journey is more important than the destination. Hopefully this helps with that! This map can take many forms depending on your setting, like an aged piece of parchment, an engraved steel plate, or even a holographic solar system. What *is* certain, however, is that this diagram leads to a treasure of great wealth or power. Just as T'Challa found the Power Stone on Morag, you will claim similar windfalls if you reach this map's terminus. Note that this map won't circumvent *all* of the obstacles to your prize. After all, what fun is a hunt with no challenge? But whether you're scouring dead worlds or plundering the private collections of the wealthy, you'll know where to look to find your next fortune. Post-jump, this item will update to lead you to a similar item in each setting you visit.

[400cp] Castle de Krake:

Prefer the rustic look, Jumper? Well then you're sure to love this magnificent keep! Buried in the northern woods of the Deutschland, this medieval fortress is imposing, dramatic, and surprisingly well supported. In addition to cavernous basements and large laboratory spaces, this castle also comes equipped with a substantial power hook-up and modern communications platform. Whether you're embracing your inner supervillain or simply looking for a secluded place to work, enjoy a charming classic exterior with all the modern amenities a German noble could ask for.

[600cp] Infinity Crusher:

For thieves that take the untakeable, sometimes there is a need for a device that can break the unbreakable. This Infinity Crusher, identical to the one crafted by Gamora, is capable of disintegrating even the mighty Infinity Stones in a matter of seconds. Powered by a comparable energy source to the Soul Stone, your version of the Crusher can destroy any "indestructible" item or artifact you can feed into its grinder. Do the unexpected, Jumper.

[600cp] U-Sphere:

Inspire terror across the multiverse with you're very own ominous orb of death! This gigantic sphere is a near-perfect copy of Ascended Ultron's personal spacecraft. Though it lacks the Space Stone's capability to instantaneously teleport, it's FTL engine can still cross the galaxy at dangerous speeds. Within it's durable vibranium hull, you'll find an army of hundreds of Ultron drones, fully capable of subjugating a small planet with ease. While it lacks any direct offensive weapons, this ship's contents still pose a serious threat to any world you wish to unleash them on.

Armor

Not all heroes and villains are gifted with powers. Maybe you prefer a different source of strength?

[100cp/200cp] Pym Suit:

These suits are tiny but fierce! For 100cp, you receive a copy of the original Ant Man suit, developed by Hank Pym and worn by Scott Lang. Though rather rudimentary, this suit comes with both a replenishing fuel source of pym particles and an EM communicator, letting you control nearby insects. For 200cp, you instead obtain an upgraded Wasp or Yellowjacket suit. In addition to the original suit's capabilities, both of these options let you fly like an insect and are armed with low-yield energy weapons. Make your enemies feel your sting!

[150cp/200cp] HYDRA Stomper:

Not all of these suits are made of bleeding edge technology. Some have the rugged reliability of the greatest generation. Standing more than 10 feet tall, the HYDRA Stomper was one of the SSR's most imposing weapons. Featuring tremendous strength, dual energy casters, and armor thick enough to shrug off artillery shells, the HYDRA Stomper was capable of going toe-to-toe with an entire tank platoon. Though not as fast as the suits of Howard Stark's son, the Stomper could keep pace with and even outrun Allied bombers. Though this version doesn't come with a copy of the Tesseract, its built-in power source ensures you'll still pose an awesome threat to any evil organization.

For an extra 50cp, you can forgo the WW2 relic and embrace the Winter Stomper. Captured and upgraded by the Russians, the Winter Stomper features upgraded titanium armor and more powerful thrusters, allowing it to keep up with modern aircraft. Additionally, its new arc reactor power source, courtesy of Anton Vanko, offers the armor greater power output and longer mission durations. Finally, the Stomper's weapons have been upgraded with smart munitions, posing a threat to even the most modern of armored vehicles. Wage a one-person war, Jumper.

[200cp/300cp] Panther Habit:

For 200cp, you can cloak yourself in the armor of kings. Made of a dense vibranium weave, this armor offers supreme protection to its wearer at no cost to their mobility. Built-in vibranium claws and toe-plates increase striking force while powerful microphones in the habit's helmet let the user gather intelligence from afar.

If you pay 300cp instead, you receive Shuri's upgraded Panther Armor, equipped with cutting edge nanotechnology. Lighter and thinner, this improved suit is even more durable than previous iterations, thanks in part to its ability to absorb kinetic energy. Once sufficient energy has been stored, the wearer may release the charge in a

powerful shockwave, granting you a large defensive option after several severe blows have been taken. This nanotech also muffles the wearer's footsteps, repairs most sustained damage, and allows the entire suit to be stored in a simple necklace. Be both fierce and fashionable!

[300cp/400cp] Hotrod:

Now we've hit the big leagues. For a substantial price, you are now the proud owner of a genuine Iron Man suit. For **300cp**, this armor is on par with the Model IX, offering the same protection and speed that defined Stark's signature armor. For **400cp**, however, you can instead upgrade to the Model L. Built around nanotechnology, the Model L is capable of forming the proper tool for almost any job. Whether it be additional armor, repulsor amplifiers, or micro-missile launchers, the fluidity and adaptability of the Model L is unmatched. The red and gold paint scheme is optional.

Powers:

The multiverse is filled with extraordinary people wielding incredible power. What kind of potential do you foster within? **Shakers** and **Rogues** receive 200cp to spend in this section only.

[100cp/200cp] Cybernetic Enhancement:

Though an individual may be held back by their natural biology, technology has far fewer limitations. You have been upgraded with top-shelf cybernetics, granting you an advantage over ordinary flesh and bone. For **100cp**, this enhancement is focused in a single area of your body. This may be as straightforward as a robotic limb, like Hawkeye or Bucky Barnes, or something more subtle. For **200cp**, your body has been completely reworked. Like Gamora, everything about you has been augmented with cutting-edge technology. Between skeletomuscular enhancements, sensory implants, regenerative nanomachines, and hormonal boosters, you'll have the strength, speed, and stamina to hang with the heavy hitters.

[200cp] Serum:

Thanks to the Super Soldier Serum, your physiology has been pushed to its limits, reaching the peak of your species. This kind of boost would turn an ordinary woman into an absolute paragon, capable of flipping charging trucks over her head and running down motorbikes on foot. Your body's boosted healing abilities not only render you immune to mundane diseases and toxins and slow your aging, but also nearly eliminate your recovery period, allowing you to exert yourself at peak performance for hours without fatiguing. Finally, the serum has enhanced your brain, magnifying your reflexes and letting you process information at blinding speeds.

Now, the success of the First Avenger spawned several attempts at recreating Dr. Erskine's work, all with their own quirks and levels of success. Should you wish to receive a different form of the Super Soldier Serum, you may do so instead. *See the Notes section for a full list of variations and their effects.*

[300cp] Spiderling:

Thanks to a special spider bite, you've gained the powerset of New York's friendly, neighborhood Spiderman. With the ability to crawl on walls and the proportional strength of a spider, you'll be leaping across rooftops in no time. This also imbues you with the mythical Spider-Sense, alerting you of nearby danger and boosting your reaction time to bullet-dodging proportions. All that said, the multiverse is full of vast possibilities, and no two spider-heroes are exactly alike. Perhaps in your universe, spider heroes have organic webbing, emit pheromones, or look like that one guy from *The Social Network.* You may incorporate one or two unique features from any existing spider-hero into your powerset. Welcome to web-slinging, Jumper!

[500cp] Big Green:

That was a lot of gamma radiation you just took, Jumper. Are you sure you're feeling okay? Like Dr. Banner, an exposure event has given you the ability to transform into an avatar of power. With absurd durability, overwhelming strength, and a frankly-ridiculous healing factor, you're among the most powerful beings on Earth, if not the known universe.

This transformation does come at the cost of some of your higher thinking, leading to more aggressive and impulsive behavior. On the plus side, this means that surrendering more of your intellect to this emotional side can drastically increase your strength, durability, and regenerative abilities. Just be sure not to lose yourself to the other guy. Whether you use these powers for good or ill, you're sure to be *Incredible*.

Of course, you might prefer something more *Sensational* instead. Instead of transforming between a human form and Hulk-form like Bruce Banner, you can instead opt for a state of permanent enhancement like Professor Hulk or Jennifer Walters. In this stable state, your powers have a drastically smaller influence on your intellect and personality. While you may experience a slight temper or impulsiveness, and you'll be stuck as a green giant, many would see the full use of your intelligence as a fair trade.

[700cp] Chaos Magic:

Sometimes hidden talent just needs a catalyst. Like Wanda Maximoff, exposure to the Mind Stone has awakened your latent magical talents, combining to form something brand new. Your fledgling power will initially manifest as telekinesis and telepathy, but time and training will reveal how expansive your power really is. Chaos magic is even more versatile than the Eldritch magic used by the sorcerers of Kamar-Taj, letting you mimic their feats of levitation, astral projection, and conjuration. But all of this pales in comparison to your true potential. At their apex, your powers allow you to warp reality itself to your desires, changing objects and people around you to better fit your vision of the world. This could be as subtle as manipulating the probability around an unexploded bomb or as incredible as warping an entire town to your liking. Even the spontaneous creation of life is within your abilities, though much work remains if you wish to truly master this power. Perhaps you can find a teacher or text that can help you hone your great and terrible gifts.

[300cp/800cp] Infinity Infused:

Exposure to the Infinity Stones has altered your body, granting you supernatural powers well beyond the other members of your species. Pick one of the six Infinity Stones:

For **300cp,** your exposure was relatively minor, leaving you with dramatic but small-scale powers on par with Quicksilver or the nascent Scarlet Witch. The kinds of powers you are granted will be based on which Infinity Stone you were exposed to. For example, the Power Stone might grant tremendous strength and energy projection, while the Space Stone might grant short-range teleportation.

For **800cp**, you were drenched in cosmic power, weaving it into the fiber of your being, such as with Vision or Captain Marvel. At this level, the powers bestowed on you are as impressive as they are varied. For example, the Mind Stone granted Vision the ability to levitate, alter his own density, project energy rays and illusions, and process information at supercomputer speeds. Captain Marvel, meanwhile, was enhanced by the Space Stone into a galactic juggernaut. Capable of fighting Thanos to a standstill, Carol Danvers could absorb and release fantastic quantities of energy, fly faster than light in space, and had the durability to drag her brawl with Ultron into the core of a planet. Whichever Infinity Stone you were influenced by, you can expect the same kind of output in your own strength. Earth's mightiest heroes, *indeed.*

[1000cp] Kirby Krackle (Free with Watcher):

You are the navigator, the witness, the storykeeper. Yours is the power cosmic. Like the Watcher, you have the ability to navigate through the multiverse and timestream, appearing at any place at any time. Thankfully, your mind has grown to befit your new reality, granting you versatile psionic powers that are nearly as powerful as your incomputable will. With a thought, you could conjure a shield that could withstand the Power Stone's direct attacks, or instead you could hide your existence from mortals behind a psychic illusion. Your body is similarly well suited to this expanded existence, as you are not only unaging but supremely durable. Very few denizens of the universes you observe will have a prayer of noticing you, let alone affecting you, and should you need to get involved directly you are even sturdy enough to survive a few rounds with Ascended Ultron. Explore the multiverse and beyond!

Drawbacks

Perhaps you'd like to alter your experience by adding challenges? You may earn additional CP by taking as many Drawbacks as you want. Be sure not to bite off more than you can chew…

[+0cp] Canon Character Insert:

By selecting this option, you may replace any canon character in the Marvel Cinematic Universe or any of the *What If…?* timelines. Note that this only changes your starting circumstances. If you want someone's powers, you'll have to pay for them fair and square.

[+100cp] Lovestruck:

For all the possibilities in the multiverse, it seems that finding love is off the table for you. Like Vision and Wanda, or Steven and Christine, it seems fate is determined to keep you and those you love apart. Whether this results in a messy separation, a tragic death, or just plain ol' emotional strife, love will soon be followed by catastrophe for the duration of your jump.

[+100cp] Fish Out Of Water:

Even by "what-if" story standards, things look weird. Nothing around you is familiar, with people and customs that are just different enough to cause friction. Maybe you're displaced in time like Captain Carter, or you've been thrown into a new universe entirely like Black Widow. Whatever the case, you're going to be learning as you go, and you'll have to do it fast.

[+200cp] No One Listens!:

Is your name Cassandra? Because no one seems to believe you. Despite your advanced degrees, your prior experience, and even your out-of-context knowledge, you can't seem to convince people to listen when you warn them about coming events. This won't stop them from taking your advice when danger arrives and they see proof with their own eyes, but don't expect anyone to take you on your word alone. Maybe you should grab coffee with Jane Foster; she can certainly sympathize.

[+200cp] Jumper's Big Week:

Did you know that in one week, Nick Fury dealt with a dying Tony Stark, a newly-arrived Thor, and saw Hulk and the Abomination duke it out in New York? Like the Director of Shield, your time here is filled with short bursts that are positively PACKED with action. You'll have plenty of recovery time between crises, sometimes as much as a year, but when each event hits you'll be running long hours and long odds

against the threats of the week. Expect to deal with a lot of surprising and challenging conflicts while you're here, Jumper.

[+300cp/+400cp] Pruning:

Maybe the TVA got a hold of you, or perhaps your Benefactor just wants to keep things fair. For the duration of your jump, you have lost access to all of your supernatural powers and abilities, as well as your Warehouse and any items stored within. For as long as you're here, you'll have to make due with your purchases above. For an extra 100cp, you can also lock away your past memories and foreknowledge of events to come. If you're going to go in blind and bare, we'll be happy to pay you for it.

[+400cp] Supreme Syndrome:

Your back must be sore from carrying so hard. As your team's resident powerhouse, it falls to you to pick up the slack when they're in over their heads. Unfortunately, they seem to be in over their heads a lot. None of your teammates stack up to your power level, limiting the kinds of help they can offer. If you're crushing continents, they'll be able to stomp a city at most. If you're eating solar systems, they'd struggle to destroy a planet. You're still probably better off in a team then you would be solo, but expect to put in more than your fair share of effort when danger comes knocking.

[+600cp] Oath of Uatu:

Perhaps you are *too* powerful for this place. Like the Watcher you have sworn to not intervene with the natural outcome of events. You may still observe and witness, but you are forbidden from taking action; directly or indirectly. This will be a lonely existence, Jumper, and potentially agonizing at times. Even the Watcher broke his rule when the situation was dire. But you cannot afford such a choice. Can you really stand aside and let it all pass by? *Jumpers who take this Drawback may not take any Scenarios.*

Scenarios

Certain challenges surpass even the expectations of superheroes. These events often come to define entire universes with their ramifications. You may choose to take any of the following scenarios, adding greater danger and challenges to your time here. Should you fail to complete your scenario you will not end your Chain, but you will be locked out of that scenario's reward. Be sure to consider the risks carefully before confronting even greater threats.

Avengers Assemble

In the darkest timeline, Ultron defeated the Avengers and reduced the Earth to a nuclear hellscape. Thanos' arrival delivered the remaining Infinity Stones to the genocidal android, leading to the destruction of nearly all life in the universe and Ultron's ascension. Normally, the Watcher would face this threat by gathering the Guardians of the Multiverse. These are not normal times.

Instead of Captain Carter, *you* are now the first person on Uatu's roster. You have been charged with choosing your own team of legends to defeat Ascended Ultron. Unfortunately, the original Guardians of the Multiverse cannot be recruited. You must look elsewhere, gathering six heroes to stand with you against Ultron. Just like the original story, the Watcher will only help you gather your team and traverse the multiverse. He cannot interfere beyond that. Can you rise to the greatest challenge in all of existence?

Reward:

[Perk] There Was An Idea… :

Like the original Avengers, the fires of a higher conflict have forged you into something stronger. You excel at facing impossible odds and combatting existential threats to your reality. Additionally, you're great at putting teams together. Wherever you go in the multiverse and beyond, you can get people from wildly different circumstances (or even universes) to work together towards a common goal.

Of course, what good is a team if they can't support each other? Once per jump, you may call on your allies to assist you, letting them join you from across the multiverse and even previous jumps for a short time. These remarkable individuals can come together to fight the battles you normally couldn't, however once the fight has passed they must return to their home settings and universes. Assemble your Avengers, Jumper!

Zombies?!

This Scenario overrides your Location.

Well this isn't good. The rescue of Janet van Dyne has released a quantum virus on the Earth, turning anyone infected into an undead, flesh-hungry zombie. The situation went from bad to worse when the Avengers responded to the outbreak, turning Earth's mightiest heroes into Earth's biggest threat. Now the infection is spreading rapidly, with zombies threatening to overtake the entire globe. But you're not going to let that happen, right Jumper?

You enter this world ten days after the outbreak begins. You've landed in New York, and you only have one goal; stop the virus by finding a cure. You're too late to save Ironman, Hawkeye, and the other members of the Avengers' first response team, but the world hasn't completely collapsed yet. With your head start, you may be able to save a few more familiar faces before everything falls apart. In three days' time, Bruce Banner will crash land and meet up with the remaining survivors in New York, who will then receive a mysterious message about a possible cure. Countless obstacles still stand in your way, not to mention the imminent approach of the Mad Titan himself, but should you manage to save the Earth and quite possibly the universe, you will be rewarded handsomely:

Reward:

[Item] Transmission Vector:

This handheld canister contains a sample of the quantum virus that infected Janet van Dyne. Though it is just as ferociously transmissible as the original virus, this sample seems to be missing a big chunk of genetic material, preventing those infected by it from turning into zombies. What's left is a terrifyingly effective way to transmit an effect from person to person.

Using the autoinjector attached to the canister, you can combine this virus with any biological effect, DNA sequence, supernatural power, or even Jumpchain perk. The resulting mix could be used to spread any number of things across an entire population. A truly evil Jumper could find no better vehicle for their homebrewed curse or disease, while a good-hearted Jumper may use this to spread a global vaccine. Heck, you want to give everyone in Manhattan Spider-powers? This would be a great way to do it. Just be wary; once you let the virus out of the bottle, it behaves like a disease. It will be very hard to contain, impossible to control, and could potentially cause social upheaval depending on what's attached. Should you use this canister, you will receive another sample in one year. Use this responsibly, Jumper.

Multiverse of Madness

Something is *terribly* wrong, Jumper. Something has cracked the Nexus of All Realities, causing alternate timelines to begin bleeding through into your universe. Overlapping versions of your reality, each with their own conflicts, are starting to seep into your world. Expect to confront everything from once-defeated villains to social life struggles to even evil versions of yourself! From the mundane to the massive, if it's a problem you could have faced in an alternate reality, it's an issue that will eventually find its way to you. Can you avert catastrophe before the entire multiverse implodes?

Thankfully, things aren't completely hopeless. Timelines that are "closer" to your current universe will bleed through first, meaning that the real outlandish threats won't start appearing until things get very bad. In addition, you may not need to solve this problem alone. There are plenty of powerful people, in your universe and beyond, that could aid you in finding the source of this calamity. Just do it fast; the Nexus' decay will quickly become exponential, meaning things will spiral out of control if you don't get to work.

Reward:

[Perk] What if...?:

If you've learned anything from the collapse of the multiverse, it's how little changes can make enormous differences. With the right push at the right time, you can wind up radically changing the universe. With this perk, you may now exercise that power in a more direct way. Once per jump, you can force a Nexus Event to create a separate timeline to your own specifications. This alternate universe could be defined by something as benign as "What if everyone's genders were reversed" to something as dramatic as "What if the Nazis won WW2". There are only two limitations on this power; you can only branch off one timeline per jump, and you are not immune from the consequences of your change. If you make a broad-sweeping change to the world, you'll have to play by the new rules just like everyone else. Once you have created this alternate timeline, you may move between them with only a slight effort. Bring a little piece of multiversal madness with you, Jumper!

Notes:

Items, Properties, & Imports:

All items purchased above will replace themselves in one week unless otherwise specified. Properties purchased may be attached to your Warehouse post-jump or may be imported into any existing property you own. Upon purchasing an item, you can alternatively choose to apply the item's properties to an existing item of yours. The imported item must be similar in function to the item it is replacing.

Collapsed Universe Details:

If you roll the Collapsed Universe for your location and do not have a means of escaping, you will spend an indeterminable amount of time trapped in this pocket dimension. Eventually, the Watcher will come to you, offering you the chance to join the Guardians of the Multiverse and fight Ascended Ultron. You may decline this offer and remain here, or join the fight and be offered an exit for your efforts.

Duck Species Option:

Instead of becoming an anthropomorphized duck, you can choose to become a different intelligent animal. Like Howard or Rocket Racoon, you will still be as physically capable as a human.

Armory of the Collector:

This perk has two effects; the attraction of important items and the fiat-backing of items you manage to horde away. The first effect will happen automatically, but may be toggled at will. The second effect will only apply if you manage to possess an item (either on your person or in a storage property you control) for a time equal to half of your current jump's duration. This fiat-backing is applied after the jump concludes, meaning that you could still be denied a prize if someone manages to steal it off you or raids your vault before the deadline is reached. If an item with this fiat-backing is stolen from you, it will be automatically returned to you at the end of your current jump. Of course, you can always steal it back if you don't want to wait.

Combining "Mirrored Reality" and "You Are What You Eat":

Like Strange Supreme, you *can* summon your alternate self and consume them, increasing your power exponentially. However, there are a few caveats. First, to see the same power returns as Strange did, you'd need to already be among the most powerful sorcerers in existence. Second, you will need to defeat your alternate self in combat. After all, they probably don't want to be eaten any more than you would. Finally, you must deal with the consequences on your reality. Consuming your alternate self will prevent you from ending the Mirrored Reality spell, thus guaranteeing the degradation

of your current universe. Your timeline will fold in on itself as the paradox compresses, and you'll be left in a featureless pocket dimension, much as Strange Supreme was. Unless you have the ability to escape (or don't mind sitting out the rest of your jump), I wouldn't try this.

Prince Companion Perklist:
Prince T'Challa comes with the perks **In My Universe… , CQC,** and **Noble Heart.** He also gains the **Tier 1 Panther Habit** from the Armor section and **Serum [Heart-Shaped Herb]** from the Power section.

Pub at the End of the Universe:
While the Pub can let you catch up with friends from other Jumps, it cannot allow you to return to those settings. The first time you try, it'll spit you out into your current jump. The second time you try, it'll just throw you into the void.

Infinity Stones:
Like every other bearer, in order to use the Stones you'll have to grow strong enough to wield them. Additionally, you'll still be walking around with one of the Infinity Stones from your starting location's timeline. For the duration of the jump, anyone seeking to collect the stones will come after you. They might steal it from you, but any Stones you purchased and don't recover will reappear in your Warehouse at the end of the jump.

National Pastime Limitations:
This is an incredibly powerful asset, but is not without limitations. You only receive the classified secrets of a single government per jump, so choose carefully. Second, this does not contain secrets that only exist electronically, or that have never been written down, copied, or otherwise committed into a physical format. Information kept only in the minds of its keepers will have to be extracted the old fashion way. Finally, this building is still vulnerable to theft should you choose to import it into a property other than your Warehouse. Records will reappear at the end of your jump, but others can steal your secrets if you don't guard them well.

Serum - Different Versions:
When you purchase **Serum** in the Powers section, you may select one of the following Super Soldier Formulas to receive. Additional effects are listed below:

- **Erskine:** The original formula, tested on both Johann Schmidt and Steve Rogers. Though the serum doesn't *actually* amplify the user's character traits, it does give both selfless and selfish people the power to live out their desires. In that way, good *can* become great, just like bad can become worse.
- **Zola:** The first attempt at recreating Erskine's work, Dr. Zola's formula is what gave the Winter Soldier his impressive capabilities. While this formula offers impressive strength, the durability granted makes it truly unique. Like Sergeant Barnes, users of this formula can fall from great heights and trade blows with a fully armored Iron Man without serious risk.
- **Nagel:** The first true refinement on Erskine's breakthrough, Wilfred Nagel's formula grants the powers of a super soldier with a simple, one-time injection; no need for complex machinery or large radiation sources. These enhancements also come with no change to the user's appearance, allowing for a more subtle breed of soldiers.
- **Heart-Shaped Herb:** This vibranium-irradiated plant has a long history in Wakandan culture. Given to the Black Panthers of Wakanda, this herb grants strength, agility, and endurance on par with other kinds of super soldiers. Additionally, the plant also connects its users to the Astral Dimension where they can briefly commune with the dead.
- **Goblin Formula:** You're *definitely* not from around here. Developed by Norman Osborne, the strength granted by the Goblin Formula *far* outstrips other super soldiers, allowing the user to match even the enhanced strength of Spiderman. This power comes at the cost of increased aggression, and while this refinement of the formula won't drive you insane, you will be more combative and ferocious when under stress.

Big Green Notes:
Post-jump, you gain more voluntary control over your transformation. If you purchased the *Incredible* powerset, you may now transform into your Hulk-form no matter what alt-form you are currently using. If you picked the *Sensational* powerset, you may treat your Hulk-form as an alt-form and switch to it normally.

Transmission Vector Details:
The Transmission Vector item may be combined with any one biological trait, powerset, or Jumpchain Perk per usage. If Perks or powersets come with multiple abilities they will all be transmitted, however only on package may be loaded at a time. For example, one could load the Vector with the **Spiderling** Power to give everyone infected all the powers of Spiderman, but the Vector couldn't be loaded with both the **Chaos Magic** Power and the **Like Lavender** perk at the same time. Only perks, powers and traits that you or your companions possess, or that you can get physical access to, can be loaded into the Transmission Vector. The autoinjector allows anyone to use this Transmission Vector, but scientifically-gifted Jumpers could find ways to expand on the Vector's functionality.

Changelog:

V1.0 - Initial public release