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THOR
LOVE AND THUNDER
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Thor: Love and Thunder - Jumpchain

WARNING: THIS DOCUMENT CONTAINS SPOILERS.

She's got a smile that it seems to me
Reminds me of childhood memories
Where everything was as fresh as the bright blue sky (Sky)
Now and then when I see her face
She takes me away to that special place
And if I stared too long, I'd probably break down and cry
-Guns N' Roses, Sweet Child O' Mine

Let me tell you the story of the space viking. Thor Odinson.
-Korg

Welcome to the Marvel Cinematic Universe. Perhaps you've been here before, or you've watched the movies. Much has passed before your arrival, or return. Earth's mightiest rose and fell. A big purple man snapped his fingers, and five years later, a big green man snapped his fingers and undid the wanton destruction the big purple man wrought.

But this jump isn't about any of those guys. It's about Thor Odinson. The God of Thunder. Following the battle of Earth, Thor passed on his kingship of New Asgard to Valkyrie and embarked on a journey of self-discovery in the cosmos. Traveling among the stars with the Guardians of the Galaxy, he now does acts of heroism and saves life throughout space.

But all is not well. That goes without saying, but a grievous threat will soon emerge. God after god will be massacred by the dark god butcher, Gorr. Wielding the shadowy Necrosword, a blade only known in legend, he shall carve a bloody swath through space as he strives to achieve the goal of his vengeful crusade - the extinction of all Gods.

Meanwhile on Earth, the world-famous astrophysicist Jane Foster (also Thor's ex-girlfriend) is dying. Little time is left for her. Some time ago, she was diagnosed with cancer, and soon she'll do an MRI and find out that it's progressed to stage IV. Sadly, things aren't looking good for Jane.
But not all hope is lost. Something great calls to her. A once-great weapon, now broken and a shadow of its former self. Thor's hammer, Mjølnir, returns.

The paths of these individuals will soon converge, and great battles that shall be spoken of by many later generations will be fought. That's your cue to enter the universe. Your destiny lies before you. You are the captain of your soul, the master of your fate. The choice is yours. Will you become a shining bastion of heroism? Adventure across known space? Fight Gods? Pick up an evil sword and get really, really bad teeth as a result? It's time to find out.

You start at the same time as Gorr slays the god Rapu. But before you leave, take this. **1000cp.** And forge a legend worthy of the Jumper.

Locations

The universe is a vast place, with many wonders to be seen. A traveler such as yourself should always know their location, and we are only too happy to oblige. Remember, not all of these places are safe - some are much, much more dangerous than others. Roll 1d6 to determine where you are or pay 50cp to decide for yourself.

1. Indigarr - Ruled by its king Yakan, this desert planet would normally be quite a nice place to stay. It has a breathtakingly beautiful temple and an extravaganza of natural scenery to enjoy, but it's currently being invaded by a host of owl-like alien marauders led by their warlord, Habooska the Horrible. These invaders will soon be bested by resistance from other visitors - Thor, Korg, and the Guardians of the Galaxy are staying here and will quickly drive out these foes. Or rather, Thor's going to do all the heavy lifting and inadvertently wreck the temple.



2. New Asgard - Once known as Tønsberg, this small, picturesque Norwegian town has quite a history. It was home to the erstwhile Tesseract for centuries and has recently been repopulated with refugees from Asgard and Sakaar. Initially, after the Asgardian settlement, the town was a sleepy little fishing village, but now it's doing quite well under King Valkyrie. It now has a bustling tourism industry, and the remains of Mjølnir lie here. Though things are happy here, change is afoot as the town will soon be visited by many powerful beings, whether they be answering a call, returning home, or wreaking havoc.



3. Omnipotence City - This floating, resplendent city serves as the home of the Gods. Overseen by the lord of the Greek pantheon, Zeus. It's absolutely beautiful here, and all sorts of Gods can be seen around here - from the adorable god of dumplings, Bao, to a pair of celestials. Soon, Thor and co. will arrive, looking to raise an army to fight Gorr. Not many know the location of this place, and you may not be welcome if you aren't a god yourself.



4. Shadow Realm - There is nothing on this desolate plane but unending, primordial darkness. Light is so repelled by this place that color doesn't exist here - instead it is a gloomy, monochrome land. It serves as the seat of Gorr's powers, where he plans out his god-slaying murder sprees. The only other inhabitants are the Shadow Monsters, titanic beasts of dusk and gloom that serve Gorr. The God Slayer is at the zenith of his power here.



5. Puente Antiguo - This small town was the site of the battle between Thor and the Asgardian Destroyer back in 2010. It's got the same stuff you'd expect most small towns in the US to have - diners, residents, gas stations, post offices, and an economy that's doing okay. Not bad if you want to be away from the action. New Mexico is a pretty cool place, after all.



6. London - Welcome to the capital of the UK! Home to Buckingham Palace, Hyde Park, the London Tower, and over 9 billion people. Like Puente Antiguo, this would be a nice place to wind down if you don't want to run around and have space adventures for the duration of the jump. It does seem to have run into some trouble with supervillains in recent years but you can rest assured, however, that no avengers-level threats will menace the city in your time here.



7. Rapu's Planet - All sentient life on this planet has probably been decimated. It used to be home to Gorr and his daughter as well as the god Rapu. Rapu, while worshiped by all the mortals on the planet, was a cruel and neglectful god who did nothing to stop a drought and the resulting famine that killed almost all of the planet's inhabitants, including Gorr's daughter. Gorr, the last survivor, stumbled upon Rapu's forest, resting place of the last wielder of the Necrosword. After discovering how horrible a person Rapu was, Gorr renounced him and in the ensuing confrontation, slew him with the Necrosword. Gorr is still here and is about to leave. He may or may not have burned down the forest.



8. Free Choice - Fate must smile upon you, as you have had the good fortune to choose any of the above locations to start at. Alternatively, you may start anywhere on Earth that isn't a restricted location (such as the throne room of Buckingham Palace.) You may also choose any planet or realm that's appeared in a Marvel Cinematic Universe film and hasn't been destroyed. Vanaheim or Nidavellir are valid choices, while Asgard and Ego are not because they got blown up.

Age and Gender:

This is a universe full of gods, aliens, and crazy things. So you can choose your age and gender within reasonable limits. As in, you can't choose to be a 1000-year-old human, as humans generally don't live that long.

Origins:

Who are you? The stars are vast, and the galaxy has myriad inhabitants, from the noble and mighty to the pathetic and cowardly. Choose now, and choose wisely.

Drop-In: The classic option, present in every world you jump to. You are *you.* No memories, history, or connections tether you to this realm, which in itself is both a boon and a bane. You're a true wild card. You start with nothing but your skills, powers, and items from your past jumps, plus what you've gained here.

Viking: A fierce warrior of Asgard is what you are, and you've proven your worth in countless battles and duels. You're a fighter, and you can make glorious battles with the mighty and the incredible. Perhaps you'll die heroically in battle and earn your place in Valhalla someday. Optionally, you may choose to hail from not Asgard, but from Sakaar or Vanaheim.

Champion: For the longest time, you were a mortal. Another mundane person, another child of the Earth. But something's been calling you, like in the tales of old where a hero is called to adventure to fulfill some great prophecy. While you may not be as experienced in the arts of war as the above origin, you're overflowing with fresh hope and bravery, and one day, you may yet forge a name for yourself.

Slayer: Slaughter. Your goal is bloodshed and retribution, and you live and breathe for your cause. Your sacred oath and very purpose in existence is to *slay.* Perhaps you see it as a quest to rid the universe of a scourge to its people, or it could be that you're just evil. Either way, you'll pave a path of carnage in your wake.

Races:

Not everybody's created equal, you know, despite the idealism of the American constitution. Some species are stronger than others. Luckily for you, you get to choose what species you are!

Human(oid) (0cp): You know this option. Homo sapiens. Humanity. Evolved from the apes of planet Earth. You count yourself among the teeming masses of humanity. To other races, humans are unexceptional and average on all counts. But humans hide great latent potential within themselves and Earth has time and time again become the site of universe-shaking events. The (oid) part of the title indicates that you don't have to choose to be human - you may choose to be an alien species that's equal to humanity and has no inherent advantages over them, like Gorr or the Xandarians.

Halfworlder (50cp): *Oh, no*. You're a furry now. You were originally a mundane Earth animal of your choosing, but substantial augmentation has upgraded your body with both genetic engineering and cybernetics. Your entire being has been enhanced, increasing your intellect and strengthening your body. Additionally, you're still an animal, and you have a couple of natural advantages that other humanoid species may not.

Sakaaran (50cp): This species is nothing to write home about - they're small, purple, grub-like aliens with a head and several short, stubby legs. But at least you're kind of cute in an ugly sort of way. And you're tough enough to survive being stepped on by a (somewhat clumsy) Kronan. What this ignores is what you've picked up. You have a mechanical exoskeleton, which grants you above-average strength and agility and is armed with a pair of gauntlets with attached blades. This may be a suit of armor or cybernetics - it's your choice.

Insectoid (100cp): You are of the same race as Mantis. A species of empathetic, insect-like beings that are born as larvae, whose bodies develop into a humanoid form. You are an empath, a reader and manipulator of emotions. When you touch somebody, you can detect and experience their emotions, and even alter them to some extent. You can make a sad person happy, a stubborn person cooperative, or becalm an angry person. By manipulating somebody's emotions to become docile, you may put them to sleep, and wake them up just as easily. With practice, you may achieve all of these effects at a small distance.

Kylosian (100cp): The Kylosians are a warrior race that resembles humans, the only difference being their murky gray skin tones and the elaborate crimson markings each one possesses. They're quite strong, though not as much as the next few options. They have increased strength and dense, impact-resistant skin, being able to break stone and metal with ease. Most Kylosians are extremely literal people who don't understand metaphors, but not you - you can hit the nail on the head every time someone makes one.

Kronan (200cp): Putting sculptures around the universe to shame. Native to the world of Ria, the Kronans are towering, monolithic people made of solid rock. The average Kronan stands at an impressive eight feet tall, and has the strength and durability to match - they could compete with Asgardians and shrug off bullets and blades easily. Instead of carbon-based food, Kronans consume minerals for sustenance and can regenerate if they eat enough - their only vital organ is their face, and Kronans can survive losing their bodies as long as it is intact.

Flora Colossus (200cp): “I Am Groot.” The catchphrase, and only phrase, your species ever says*. Except for you, because you paid cp. You are a 10-foot-tall tree person whose physiology is blessed with great strength and durability, in addition to the ability to shapeshift and regenerate through rapid growth. Some things you can do include extending your limbs to truly abnormal lengths, forming wooden constructs, regenerating limbs in minutes, and exerting extremely fine control over the various limbs, pseudopods, and wooden tentacles you create. Additionally, a lesser known ability of the Colossi is that they can produce small, bioluminescent spores that float through the air. If your body is somehow destroyed (a mean feat in itself), any remaining fragments will regenerate into a new version of yourself, which will house *your* consciousness and grow back in time. In fact, your ten-foot stature isn’t the strongest you can be. Time and growth will see you become a 23-foot, 8000-pound behemoth endowed with proportionate power. Go on. Make them fear the bloody retribution you will wreak on their puny, fleshy bodies for deforestation.

Shadow Monster (200cp): Inky, big, scary, and full of sharp teeth. You are the spawn of All-Black. You’re a creature of darkness, easily the size of a large house. In addition to being a monster of myth easily able to contend against Asgardians, you may travel through shadows, as can all those borne of the Necrosword. As long as you are touching shadows, you may slip through and emerge at any point where darkness exists, or just hide in the void. Taking this means you have some control over your form and may design your monstrous form as you please - but it has to be set *now,* and you may not change it afterward. You are significantly more intelligent than your ilk, as you’ll retain your mind instead of engaging in their animalistic behavior. This also means that Gorr can’t boss you around because he holds the Necrosword.



Asgardian (400cp): An Asgardian. This option makes you one, but if you really want to be like Thor, you'll need to take the below selection as well. You are of the Aesir, the heroic warrior race that once protected the nine realms for the good of all. The Asgardians were and still are, one of the mightiest races in the multiverse, and you are no exception. Firstly, your physical abilities are great. Asgardians can bend industrial steel like taffy, throw cars around with ease, leap almost a hundred feet in the air, and lift just over ten tons. And that's just the average Asgardian - their warriors can get up to forty or fifty. They boast the durability to take punishment of the same scale and are fast, agile, and coordinated enough to outrun racehorses and muscle cars. The Aesir are well known for their great endurance, able to fight for days on end without tiring. Incidentally, this means that they have an incredible amount of drinking tolerance. If an Asgardian does meet an adversary great enough to wound them, they have an accelerated healing factor that lets them recover from injuries that would take months in minutes, though they can't heal from injuries normal humans can't heal from, like severed limbs. This is tied to their lifespan - Asgardians age normally until they reach their physical prime and can live for around five millennia before fading into their twilight years. You may optionally eschew Asgardian heritage in favor of being a member of the Vanir or an Olympian. There's not much difference.

God (200cp, must be taken with another race): You are a god. Mortals could worship you. Firstly, your physical abilities have skyrocketed. A human god would be on par with the average Asgardian, and an Asgardian would approach the strength of Thor himself. The feats of the gods are so powerful that they are often repeated for millenia in myth and legend, like the tale of Hercules (Herakles if you like the Greek spelling) lifting the sky. You are intrinsically linked to a concept of reality, your domain, which you can manipulate as you please, as well as wielding a host of other powers relating to it. This could be anything - Thunder, the Moon, Magic, Scissors, and more are all up for grabs. Mind you, you'd best be careful as there's a killer planning on going around and slaying your kind in a most gruesome manner.

Perks:

There are many qualities, skills, and traits that make the people of this universe exceptional. Now, you can earn them the hard way, or just get your hands on some of them here. It's up to you.

General

Infinity Conez are Delicious (50cp): There's an ice cream parlor in New Asgard called Infinity Conez. I don't know how the owners managed to commercialize the snap, but the place is pretty successful. And you, too, can share in this success. You can market things with very offensive names, and somehow they'll still have enough revenue and won't be shut down. You're competent at running small businesses and making advertisements as well.

Dad Bod to God Bod (50cp): Though they may be blessed with power beyond compare, the gods still have to struggle with personal fitness if they get sloppy. That doesn't disprove the fact that everybody can get strong if they work hard. Working out will always get you into tip-top

shape, heedless of how bad your health and fitness is. There are no shortcuts, and you'll have to pull out all the stops. Put in the blood, sweat, and tears and reap the fruits of your labor.

I Got Naked, Which I Was Okay With (50cp): You know this perk. It's that one perk that's common across hundreds of jumps. The beauty perk. You have beauty comparable to Hollywood stars, supermodels, and a good amount of the heroes of this universe. I hate to use it, but on the 10 scale you're an absolute 10 to those attracted to your gender. It could be the rugged and muscular features of a Nordic warrior god, the regal, elegant grace of royalty, or just being as cute as the god of dumplings - you're enchanting and the attention of others will gravitate towards you wherever you go. Even the godly inhabitants of Omnipotence City would swoon at your lovely appearance.

The Greatest Showman (50cp): Zeus, god of lightning and the sky was once heralded as the noblest and wisest of gods - and this is the way Thor imagines him - but now he lounges around in Omnipotence City in luxurious decadence. Despite this, he still can be as gloriously impressive as he once was. You intuitively know how to present yourself in a way that demands respect, and you're extremely talented in using powers, skills, or items in flashy, fantastic displays that amaze onlookers.

My Love (100cp): It is better to have loved and lost than have never loved at all. This quote, said by Tennyson, is thrown around a lot. Or, as a certain space adventurer with a love of 80s mixtapes would say - it's better to feel shitty than empty about someone. And one day, you might find someone to feel shitty about. To care for. I'm talking about a child. If and/or when you finally do decide to be a parent, you'll come to it with ease. It'll be hard - parenting always is - but you are exceptionally good at raising children. You are amazingly and equally patient, caring, and skilled at disciplining your child. Perhaps they will grow up in a world of suffering and pain, but you'll help them grow to overcome that as a strong person with a kind heart.

Expertise (100cp): I won't judge if you don't want to get involved with the gods and their current nemesis, or if you need a way to make money in between adventures. You now have ten year's worth of expertise in any mundane job that could be found on Earth. This doesn't quite make you the world's finest, but it does make you on the level of a professional. Can be taken multiple times.

The Power of Jumper (200cp): Sometimes, you can't protect those you love. They must protect themselves. But getting stronger is a long, arduous road and inconvenient when they need the strength immediately. Worry not. You can bestow any of your powers to any person or object you choose and take it back just as easily. Now everybody can be the god of thunder! Or whatever domain you chose. *If* you chose one. The amount of power comes from you, directly, so the more you give out, the weaker you get. It can be spread among any number of hosts, and if the host is destroyed in some way, the power will return to you. If *you* get merked, you may choose if the power leaves you for a successor, or multiple, (who doesn't get this perk) or if it dies with you.

Loyalty (200cp): Some of the greatest figures in the history of the universe ironically fell to their own weapons they used to forge their legends. Who would've thought that Zeus would've gotten impaled by his own bolt? This won't affect you. Any weapon you've wielded can never harm you or anything you own. Feel free to laugh at your enemies while they try and repeatedly fail to hijack your death star.

Heightened Proficiency (400cp): Isn't it weird how an emaciated, depressed beggar picked up the Necrosword and instantly went on a wild, god-slaying rampage that terrified even the inhabitants of Omnipotence City? How a cancer patient will soon pick up Mjolnir and suddenly be able to battle Olympians and monsters of myth? Well, this effect now applies to you. When you pick up a weapon, you become infused with its power. In addition to automatically gaining skill based on what you wield, you will gain power. A normal sword and shield of Asgard might only give you the physical attributes of an Asgardian, but if you pick up an ancient weapon god-slaying legend and a thousand battles, you will be empowered correspondingly in both raw power and technique.

Godly Domain (600cp - first free to gods): You're a god, but what are you the god of? You are intrinsically linked to a concept of your choice, whether it's something concrete like fire or ice, or something more abstract, like beauty. The breadth and depth of your control over your domain is comparable to Thor's, though the broader you get with your concept, the weaker it is. Likewise, the more specific you choose, the stronger you'll be.

Drop-In

Who I Am (100cp): Perhaps you've been through a lot of things before you came here, and perhaps they cast your soul adrift. Worry not. No matter what you go through, you have a rock-solid sense of self. You may endure loss and pain, but you'll always recover from it and come out of it as a better person. Age will never wear on you until your final breath. You've come to accept yourself, and it is wonderful.

Notorious Intergalactic Outlaw (200cp): My, you have quite a penchant for getting into trouble with numerous spacefaring civilizations. Maybe you insulted the high priestess of the Sovereign, or an unfortunate incident on Xandar caused undue destruction of public property. Either way, you've pissed off the authorities, so it's time to run away in a spaceship. You're an ace when it comes to piloting airborne vehicles, whether they're for ruling the skies or zipping across space. You've also got the skills of a thief - you're adept in generally getting in and out of places that you aren't supposed to be and taking stuff that doesn't belong to you, and you're a reasonably competent shot with various guns found across the galaxy.

Master of Mischief (400cp): Your skill at both mundane and supernatural deception was matched by only one other. Loki, God of Mischief, who "died" many times. You're well versed in the same Asgardian magic the second prince of Asgard used to generate illusions. You could conjure unsettlingly realistic images into the material world, take on the appearance of others, create legions of decoys, mask your presence from others, and influence the minds of those with wills lesser than yours. Really, this is a very versatile school of magic and dedicated

practice and exploration will yield much fruit. Additionally, you have an alluring presence befitting of the prince(ss) of lies - talking people in and out of things and wrapping them around your finger is child's play to you, and your skill with falsehoods can fool all but the wisest of souls.

Born from Eternity (600cp): Thor, Zeus, and their kin are gods. The transcendental entity Eternity is the embodiment of the universe, and a ***GOD.*** Eternity is so unfathomably beyond Thor and the others that I'm describing him with all caps, bold text that's underlined and in italics. What's this got to do with you? Good question. It turns out that you died and Eternity resurrected you. Or you could've been infused with his essence. The cosmic energy within your body grants you great power, which stems from an impossibly miniscule fragment of Eternity's being. This grants you physical abilities, lifespan, and healing factor on par with a strong Asgardian. In addition to these gifts, you can fly at hypersonic speeds and shoot beams of cosmic energy from your eyes. This, like other abilities, grows with practice, but it can also develop through other means. As I said, Eternity is the embodiment of the universe. As you travel to different jumps, dimensions, or universes, you will passively absorb some parts of that universe as well, bolstering your powers and unlocking new capabilities. A plane of fire might unlock pyrokinesis, or a visit to an afterlife may result in you discovering latent potential in necromancy.

Viking

A Warrior's Death (100cp): Is what you grant your foes, and what you might hope an enemy will one day grant you in turn. You are a fighter trained in the Asgardian arts of war and battle. Or perhaps you once fought as a gladiator in the arenas of Sakaar under the grandmaster. This has led to expert proficiency with all sorts of Asgardian melee weapons, specializing in one of your choosing. You are on par with the Einherjar, and with training, you may reach the point where you could compete with the likes of the Lady Sif or the erstwhile Warriors Three. If you truly dedicate yourself to your craft for long and arduous years, perhaps your skill could be equal to warriors such as King Valkyrie or Thor himself.

Rulership (200cp): The citizens of Asgard have fallen on hard times in this era. To name a few, there were the Jötunn, then Loki's mischief, then Malekith, then Hela, then Surtur, then Thanos, and now, Gorr. However, Asgard has always had the boon of a strong and wise leader to guide them through those harrowing times. And now, you're a prime candidate for that role. You are well versed in all the things a modern-day autocratic ruler should know. Managing economies and infrastructure, building cities and grand structures without harming the surrounding environment, diplomacy, logistics, lawmaking, and more are all within your reach. Of special note is your leadership in war - you have an excellent head for not only strategy and battle, but also leading and coordinating your allies on the front lines.

Gatekeeper of the Rainbow Bridge (400cp): Heimdall was the watchman of the gods, and died with valor at the hands of Thanos, the Mad Titan. He had a gift, one that you too now bear. Your senses approach omniscience. You find yourself having senses beyond the sharpest of the Asgardians. You are capable of hearing somebody call your name from halfway across the galaxy, or peering into a world a thousand realms away. It wouldn't be much of an

understatement to say that you can see everything in the universe, though not all at once. You may share your vision with others, creating a telepathic link and allowing them to project an image of themselves at your location. The greatest of these powers is an innate link to the dimensional transit system known as the Bifrost, allowing you to summon it to teleport yourself and others across interstellar distances in brilliant beams of rainbow light.

The Mighty (600cp): Forget training to equal Thor, because with this perk alone, you can fight on par with beings such as him with a somewhat solid chance of coming out on top. You are a born warrior. You stand at the very pinnacle of your species, the apex. A human would be beyond even the super-soldiers of WWII and the Black Panthers of Wakanda. A shadow monster would be a gargantuan abomination the size of a mountain. An Asgardian would have surpassed the royals and the titans. You're the very best your race has to offer. Your body ripples with raw *power,* and your natural talent in battle surpasses the greatest warriors of the realms, to the point where you could tear through elite armies with no prior experience whatsoever. With effort, you could very well be hailed as the strongest there is. You could stand against Hela, Goddess of Death herself or duel a being with the strength of the Hulk or Thanos given a day of training.

Champion

"I'll Tell You Everything You Wish To Know" (100cp): Fortune favors the bold, and whether you are or not, it sure seems to regard you that way. Luck and chance are often on your side and you seem to live a charmed life. Your luck will magnify when it comes to the supernatural - you could find yourself inadvertently befriending someone who turns out to be a god or being first on the scene of some incredible, never seen before scientific phenomena.

"I'll Fight It My Way" (200cp): There's this movie I like. It's got this boxer, and he goes on a speech about how life hits hard, and how what's important is that you keep on moving forward. You've watched that movie, and taken the speech to heart. Even when you've tasted defeat after defeat, lost your loved ones and comrades, and are in the end stages of a fatal disease, you'll keep going.

Foster Theory (400cp): Wow. I'm flattered to be in the presence of such an accomplished, erudite mind. Your intellect is nothing short of amazing. You're one of the very best scientists on Earth, and you are *the* world's foremost expert in a scientific field of your choice - robotics, molecular biology and genetics, radiation, astrophysics, it's your choice. Your IQ rivals those of history's greatest thinkers, and your aptitude is such that you could earn the respect of Tony Stark, were he still alive, or understand the inner workings of otherworldly tech from a hyper-advanced civilization with some time. Lastly, you have a perfect memory, and will always be able to recall anything you encounter.

Worthiest of Hands and Hearts (600cp): Out of all the people in the universe, few could be said to be as *worthy* as you are. Given some time, you'd practically become the *definition* of a hero. Your very being exudes presence, a heroic charisma that inspires all to surpass their limits and grow in every aspect of the person. In and out of battle you are a paragon, a beacon of

hope that galvanizes each and every person to do their utmost. Those around you will find you an intensely likable person and are drawn to you in one way or another. Your emotions are a force of nature, and those you care for passionately will always know it and carry on bravely. In your heart of hearts lies an infinite expanse of kindness and empathy. As such, you'll never find it hard to understand people and rekindle hope and joy where there was once darkness, making you an ideal peacemaker. The light of your soul has made you immune to all forms of corruption, and when you do decide to pick up a weapon and fight the good fight, all will deem you worthy.

Slayer

Pilgrim (100cp): Before Gorr was the God Butcher, he was a devout worshiper of the god Rapu (who turned out to be a terrible person) and a refugee, desperate to save his daughter from the drought that wracked his world. He struggled for ages before he finally found a promised land that came too late. You, too, have the constitution that Gorr once did. You can survive on far less food, water, and sleep than the average person, requiring what would sustain a small child as an adult. Your stamina is enough to walk untold distances that might be called "death marches" by others. Needless to say, you'd make a great hiker.

This is My Vow (200cp): You have sworn an oath, and you'll stick to it no matter how much it pains you. It's really admirable how committed you can be. When people say "whatever it takes," they don't really mean it - would the Avengers have restored the lost half of the universe if it meant wiping out the remaining half? You do. Regardless of how vile you personally find an act, you'll come through. Kidnapping a small town's worth of children to further your universal deicide plans is just the start of what you're ready to do without hesitation.

Hunter's Instinct (400cp): So maybe you're a mortal, and lack the strength of your (potentially) godly foes. This perk is here to circumvent that. Though you lack martial prowess, what you do know is that the weak have their own way of fighting. As a being born weak, you understand that. Aikido. Judo. Jiu-Jitsu, both Brazilian and Japanese. There are numerous martial arts on Earth that prove that brute strength isn't the only way. If you can't beat your foe head-on, you'll deflect their blows. You'll find ways to beat and bruise them to oblivion - sabotage, poison, trickery - there are so many ways to settle the odds or even tip them in your favor. And while you may not be mighty, you have an ability of your own - your instincts. At all times, you just know the most effective way to bring an end to your foe. This is never wrong and trusting it will bring you blood-stained victory, though it's up to you to actually have the skills and capabilities to do the deed. Post-jump, this can be set to incapacitate if you want to spare your foe.

Drinker of Godblood (600cp): In another universe, All-Black the Necrosword was the first symbiote, forged by the lord of the abyss, eons ago in the severed head of a fallen celestial. The blade in all its variations is a blade meant to do the impossible and slay the divine. A lesser known fact is that with each victory, the sword imbibes itself with the blood and ichor of every god it kills. You take this to another level. With every kill, you absorb part of your victim's essence, usurping their power. What was once theirs will be yours. Such is the legacy of the God Butcher, wielder of the Annihiliblade, Slicer of Worlds. Of course, the amount of power

depends on the nature of the being, and it isn't exactly perfect power copying. If you work your way up from the bottom, and one day you'll fell the mightiest of the mighty.

Items:

Thor may be powerful, but he never likes to leap into the fray without his trusty weapon by his side, whether it's Mjølnir or Stormbreaker. Welcome to my shop of super cool stuff! You can get your hands on some equipment as well. If you're reading this, have a **+200cp stipend for items only.** Sometimes, people don't pay attention to the jumpdoc and miss the stipends. Their loss.

All items aren't the original, but replicas that are just as good, if not better.

General

Thor: Love and Thunder (free): The movie itself. Give it a watch if you haven't already. It comes in any form you like - DVD, CD, computer file, whatever. Also comes with associated memorabilia - popcorn buckets, movie cups, lego sets, and more. Everything is optionally (somehow) signed by the entire cast of the movie. Lastly, you get the entire 2012 run of *Thor: God of Thunder* by Jason Aaron. Post-jump, you'll get a version of the movie featuring you, portraying the events of the movie with your involvement.

Guns N' Roses (50cp): A (again, optionally signed) collection of every single album and song released by the band Guns N' Roses. Plus the entire soundtrack of the movie. Comes in any form you'd like. You can play this using any device you have and/or implement it into any theme music perk you have.

That's Essential (50cp): Well, not really. What you have here is a big keg of beer. Asgardian beer. It tastes absolutely amazing, but it's strong stuff - just one glass of it can get a human wasted. It's Asgardian, after all, and can be aged as old as you please. The barrel will refill itself every night. Now go get drunk and quaff the entire thing in one go, because that'd be awesome.

Money (50cp): Look no further if you want wealth, or if you have 50cp to spend but no other option. This can come in many forms. Asgardian Gold. A trust fund on Earth, containing much money. Stocks, cryptocurrencies, supplies. Whatever you have, it's worth about five hundred thousand dollars on Earth. Can be taken multiple times.

A Hand Grenade? (50cp): A really nice speaker that looks like one. It glows in the dark and is of the highest quality of this world - acoustics, sound quality, everything is just perfect. It will never run out of charge and unlike the original, it can actually be set to explode like a real grenade. If you do this, you'll get it back, somehow repaired, within a day.

Sakaaran Laser Rifle (100cp): Tired of Asguardians swinging swords and hammers when they could just as easily go for ranged weapons? Those fools will tell you that their arms are "elegant weapons for a more civilized age." Don't listen to them. Why would you, when you can have the

best of both worlds? This rifle, made on Sakaar, can fire powerful bolts of energy to fell your foes. Yet it's also big and tough enough to swing around like a club, if you're strong enough.

A House (200cp): There's a lot of extraordinary stuff on offer in this jump, but sometimes you just need the basics. Mundane stuff that you'd use in a normal life. In this case, it's a place to live - a home of your own. It has all the modern utilities you need. The bills will always be paid. It will never want for power, running water, heating/cooling, wi-fi, and is situated right next to some very fertile land if you want to farm or garden. If you take a look inside, you'll notice that it's furnished just the way you'd like it and efficient yet effective lights have been installed. This is a good place to live, whether it's by yourself or with others. In future jumps, this can be made a warehouse attachment or set down in the world.

Gungnir (600cp): Want something even cooler than the laser rifle? Look no further. Since Asgard was destroyed, you can take their symbol of rulership. Gungnir, spear of kings. The spear is supremely sharp and durable, as fit for royalty. It can summon the Bifrost and has been infused with the late king Odin's power - the Odinforce. This allows it to fire energy blasts capable of injuring even the strongest of the nine realms. Since you now hold this spear, an ancient automaton seems to have pulled itself back together to fight again, now in your name. The Asgardian Destroyer now serves you. Never mind that it got turned into a gun. The destroyer is a colossal beast of metal, standing at about eight and a half feet tall and able to smack around Asgardians like tennis balls, though it falls short of the power of the gods. It can also use the Odinforce offensively, this time in the form of discharges from the faceplate. You control this automaton as easily as your own body and can scry through the automaton and perceive things through its senses. Now, a word of warning. Don't show these - both the spear and the automaton - to the Asgardians. They'll think they rightfully belong to them. Which, I guess, is true.

Drop-In

Sony TPS-L2 Walkman (100cp): This is exactly what the title says it is. It comes from an earlier age than the Your very own Sony TPS-L2 Walkman. Earth's first low-cost personal stereo. It comes with many tapes from this world, as well as music from past jumps you've been to. If you have **Guns N' Roses,** you get that on cassette as well. Lastly, you've got a copy of both of the mixes made by Meredith Quill for her son, who now roams through space having adventures as Star-Lord. He broke his Walkman and in an incident with his evil dad back in 2014, and though he doesn't know you have this, he'd probably appreciate the gesture if you gave it to him, even though he's replaced it by now. If you do that, I'll give you another. Go do a nice thing for Quill, will you?

The Star-Lord Starter Pack (200cp): It's dangerous to go alone. Take these! They will prove to be trusty, reliable gear that could carry you through a hundred battles. You get a pair of quad blasters, a helmet, jet boots, and a translator implant.

- The quad blasters are a pair of double-barreled energy pistols, with separate triggers for the top and bottom barrels. The top shoots lethal rays of plasma that both incinerate and impact with destructive kinetic force, while the bottom shoots non-lethal bolts of

electricity. They can be fired apart or together, and can be customized with modular barrel attachments. By purchasing these, the energy cells powering them will never run out, so you can zap as many bad guys as you'd like.

- The helmet takes whatever aethstetic you'd like. It's quite a useful piece of gear. The one Quill uses is a partial one that covers everywhere but the top of the head, but this one can cover your entire head if need be. When you don't need it, it can be collapsed into the form of an earpiece and return just as easily to its true form when activated. It contains its own air supply, sustaining you in tainted atmospheres and the vacuum of space alike, and guarding against pressure changes. When worn, it can provide a HUD with threat sensors and infrared/ultraviolet vision modes.
- The jet boots are actually attachments that you can put onto whatever you're wearing on your feet. You can soar away to your heart's desire. They will refuel automatically every night, so there's no need to worry about looking for more juice.
- The translator implant is simple. It's a handy little cybernetic modification that you can put in your neck. It automatically translates any foreign language to one you understand after a few moments of listening. Needless to say, this is very useful to a traveler.

Ravager Ship (400cp): The M-ships are commonly used among the Ravagers, and they're a favorite of the Guardians of the Galaxy. Why? Well, they're excellent vessels. And now you have one. It's a small spaceship that's swift and agile enough to serve as a fighter craft, while big enough to serve as the living quarters of eight people. Eight, *human-sized* people. I don't know how you're going to squeeze into this thing if you're an enormous shadow monster. Anyways, it has a flight deck capable of seating six people, living quarters below, and has a hyperdrive engine so you can jump interstellar distances from planet to planet. It's also got armaments in the form of twin plasma cannons, a solid cache of futuristic guns onboard, a system to detect distress calls across the galaxy, and a small auxiliary pod with its own hyperdrive that can separate from the main ship.

Thunderbolt (600cp): Zeus' iconic weapon, known to some as the Master Bolt. In another universe, it is said to be the most powerful weapon in the universe, and its theft nearly results in a civil war between the gods of Olympus and Tartarus until the crisis is averted by two 12-year-olds and a satyr. Thunderbolt is a javelin shaped like a bolt of lightning. Unlike the other 600cp weapons you'll find below, it does not enhance the physical abilities of the owner. The bolt bestows its wielder with powers over the storm, generating and controlling lightning as they please. When thrown, it can be recalled to its user's hand, and it allows for flight, teleportation, and can split itself into smaller versions of itself for dual wielding and reunite when needed to. Lastly, I'll throw in an upgrade for free, because otherwise Thunderbolt seems like the lamest of the weapons. This weapon is effectively imbued with the perk **The Power of Jumper** and can transfer its power to various other hosts.

Viking

Einherjar Set (100cp): The standard-issue gear wielded by the armies of Asgard, the Einherjar. You get an ornate, yet protective suit of armor. It includes a helmet, breastplate, shoulder guards, gauntlets, greaves, boots, and a cape that will never hinder you in any way. The armor

is tough enough to withstand strikes from Asgardians and bullets. As for weapons, you have a spear, short sword, and a shield that comes close in quality to the one wielded by Captain America. In addition to this, you have the tools to maintain them. Good warriors take care of their tools. Now go forth and make your way to Valhalla.



Summonable Armor (200cp): There's nothing wrong with the Einherjar armor, but at the same time, you may want to distinguish yourself from the rank and file. Don't be a redshirt. You have a beautiful set of armor, on par with the former king of Asgard's. It's more durable than the Einherjar armor, equivalent to an Iron Man suit. This personalized marriage of style and practicality can be summoned and summoned whenever you want, so you can protect yourself at a moment's notice or take it off when you need it to.

Aegir (400cp): A boat named after the Norse god of the seas. This one's even better than the original. This viking skiff is capable of utilizing the bifrost to fly, sans goats or axe. The ship itself is incredibly sturdy and can take hits from the gods without a scratch. It can carry around fifty people on its deck, and has a cabin. You can somehow breathe and survive in deep space without dying. It's also quite seaworthy.

Stormbreaker (600cp): The strongest weapon in the history of Asgard, ironically only forged after its destruction. This axe (or at least, its original) was created in the ruins of Nidavellir to slay the Mad Titan. The weapon is almost indestructible to the point where it is able to overcome full force blasts from the infinity gauntlet. Like its predecessor, it bears command over thunder - its wielder can generate tremendous displays of thunder and lightning, and control over storms, as well as allowing for flight. Whoever wields it will find that it channels and amplifies any powers they wield, due to its composition of the mythical metal, Uru. The axe is also capable of harnessing the power of the bifrost, allowing its wielder to teleport untold distances and generate bridges for walking on. Out of all the 600cp weapons, this one can hit with the most force. When thrown, the axe can home in on its prey before returning to the hand of its master. However, it does not have the worthiness enhancement, so anyone can wield it. Beware, for a

cunning opponent could turn the axe against you. But they'd do well to fear you - for you now wield what could quite possibly be the most powerful weapon in the universe.

Champion

Van (100cp): It's a big van. More specifically, it's the same model of van that Thor got hit by in the first movie. This is a Pinzgauer High Mobility All-Terrain Vehicle, reliably used by both civilians and military all over Earth. It has superior load-carrying and off-road capacity, and is durable for an Earth vehicle. It can tow over five pounds, and this one has excellent fuel efficiency.

The Lab (200cp): This is a lab. It has cutting-edge equipment and is very well-funded. It's got everything you need to conduct scientific research and will update in future jumps. If you're not a scientific type, it'll instead be a place that suits your interests and hobbies. It could be a studio, a kitchen, a training arena, a workshop, and more.

Gravimetric Spikes (400cp): These devices were developed by Dr. Erik Selvig and used to defeat the Dark Elves in their attack on London. They consist of a set of four spikes and a remote controller. Though the convergence - the alignment of all nine realms - happened eleven years ago, they still work. When activated using the remote, a spike will generate a gravitational pull that brings in everything around it before teleporting it somewhere else - whether that's somewhere else on the planet or another world entirely. As of now, the spikes are keyed to teleport things between only the nine realms (that's the locations Asgard, Midgard, Vanaheim, Jotunheim, Muspelheim, Niflheim, Alfheim, Svartalfheim, and Nidavellir) but they come with an instruction booklet that explains how to key them to other places.

Mjølnir (600cp): Whosoever holds this hammer, if they be worthy, shall possess the power of Thor. This is the legendary hammer of Thor in all its glory. It has pulled itself together after its destruction at the hand of Hela and is ready to fight once more. The hammer has a leg up on Thunderbolt and Stormbreaker, as only the chosen may wield it - all others will find it an immensely weighty object that is completely immovable by the unworthy. Mjølnir, too, gives its wielder Thor's powers over electricity and the tempest, able to project terrific blasts of lighting from the hammer or the sky above, whip up hurricane-force winds, and allow the user to fly by spinning it at great speeds. It can now break into fragments that can be individually manipulated by its user, and like the other weapons, it returns to the hand of its wielder. Where the hammer truly shines is bestowing its holder with all the powers of Thor. As long as you are the master of this hammer, it will augment you physically. Not only do you have Thor's domain over thunder, but Mjølnir will grant you his physical abilities and skill. It'll empower you with the form of a Norse god(dess). Effectively, Mjølnir gives you the abilities of an **Asgardian God of Thunder**, as well as **I Got Naked, Which I Was Okay With.** If you are sick, this hammer will not waylay any attempts at recovery, unlike the original.

Slayer

Medallion of Worship (100cp): A medallion depicting a god of your choice. Wearing it makes you just a little luckier and makes your prayers slightly likelier to be heeded by the gods. Tearing it off in their presence and telling them that you renounce them (or otherwise insulting them) is guaranteed to get at least a small rise out of them.

Terror Cage (200cp): It's a big black cage. It can contain a lot of people. Anyone you throw in here can't get out on their own, and the cage produces an aura of fear, so your captives are less likely to act out. Perfect for holding hostages without having to go and find restraints.

Shadow Realm (400cp): This is your villainous lair. The Shadow Realm. This is not the Shadow Realm that Gorr now calls home, but an entirely different planet hidden away in the deep reaches of space. It is inhabited by hordes of Shadow Monsters, which are all subservient to you and will respawn in a week if killed. By entering a shadow, you may travel through to any other place in the universe where darkness exists. In addition to this, you can automatically teleport here when you please, and you are twice as powerful as normal when in your realm.

All-Black the Necrosword (600cp): This is probably what you've been waiting for. The Necrosword. This god-slaying blade of legend has chosen you as its next wielder. Firstly, being a sword, this thing is sharp enough to cut through even the hardiest of gods like hot butter. Like Mjølnir, the Necrosword will empower you to godly levels, so you may fight on equal terms with the gods it was forged to destroy, as well as granting you a healing factor so you may recover to kill another day. The blade also has a plethora of shadow-related abilities as befitting of its name. It lets the holder teleport through shadows in the same way Shadow Monsters do. Those said monsters may be created from the gloom to serve as your army of darkness. You may also make constructs of darkness, such as tentacles, cages, and claws to aid you in your pursuits. The blade negates any immortality its prey has, so you may cut down what would normally be an invincible god. Nothing is unkillable to this blade. Now go forth and slaughter. Lastly, this blade is entirely loyal to you and will not corrupt you whatsoever, in body or in mind.

Companions:

Import (free): Bring in your friends! Everybody gets 800cp to start with and can take drawbacks to increase the amount. Your companions can't take more companions.

Canon Companion (free/100cp): Oh? You're interested in somebody from here? Very well. You can take them along with you, but you have to get their informed consent. It is entirely their choice and you may not use any mind control/charisma/other perks to coerce them. If you pay 100cp, fate will ensure that you will have several favorable meetings with them and you'll have a good chance of convincing them. If they still refuse, you get your cp back. You can't take Eternity.

Ockty (50cp): Ockty is a small shadow monster around half the size of a boa constrictor. Midway through the movie, if you don't intervene, he'll get his head ripped off by Gorr in an effort

to scare some children. So you can spare him this fate by taking him with you. If you give him time, he'll grow to titanic proportions, and if you take him, he'll always be loyal to you, though he's about as smart as a dog. Does not take up a companion slot.

New Asgard Theater Company (50cp): Not as much of a companion option than a follower option. The New Asgard Theater Company (formerly known as the Asgard Theater Company until Asgard got destroyed) has taken a shine to you and will join you on your journey to write plays based on your exploits. You can call on them to perform plays, whether they be of Asgardian lore or what happened during your chain.

Galactic Adventurer (200cp - discounted for Drop-In): You're going to meet this person soon, and they'll really hit it off with a free spirit like you. Hailing from an alien world, this one's quite the thrill seeker, having wandered through space in search of - you guessed it, *adventure.* And what better way to adventure than to leave the universe entirely by hanging out with an interdimensional traveler? They've somehow caught wind of your chain, and are hoping to come along with you. They'll be disappointed if you choose to stay, but you'll still get along splendidly. They've gone through quite a few undertakings and they're always ready for more.

This companion has the perks **Notorious Intergalactic Outlaw** and **A Warrior's Death** and an additional 200cp to spend, with discounts in the drop-in section. They can take one of the following races for free: Halfworlder, Sakaaran, Kylosian, Insectoid - or get the Kronan or Flora Colossus race for 100cp.

Beast of the Nine Realms (200cp - discounted for Viking): Not all warriors fight alone. Some employ a beast of battle to fight by their side. Various notable Asgardians own a pair of ravens, a giant she-wolf of Hel, and horses - whether they have wings or eight legs. You can choose any creature found within the nine realms to be your pet, whether this is a wolf like Hela's, a frost beast of Jotunheim, a fire dragon of Muspelheim, or something else. Mind the screaming if you choose them. No matter what animal you choose, it will be very loyal as long as you treat it well, and has physical attributes relatively close to those of an Asgardian. It might be stronger or weaker, depending on the animal. A bear would probably be able to overpower the average warrior while a dragon or hel-wolf could scatter legions of Einherjar like tenpins. It has been trained for war, so you can count on it to have your back in a battle. And yes, this includes the goats, even though they hail from Indigarr. If you choose them, they come in a pair.

This companion has the **Asgardian** race and the perk **A Warrior's Death**, but for fighting as an animal instead of wielding weapons like humanoids do**.**

Academic Colleague (200cp - discounted for Champion): Brawn's all well and good, but brains also have their place. The renowned scientists Tony Stark and Bruce Banner were integral members of the original avengers. Now, this person isn't quite them, but you've known them for some time now, and they're smart, kind, and a good friend. They're quite intelligent, and spend most of their time at a renowned university on Earth, where they're a year away from getting their PhD *summa cum laude.* They could be your student, teacher, or classmate. Maybe

you just know them somehow. So far, everything's been going well for them. They're also quite a looker - everybody loves a hot scientist. Maybe they're interested in you?

This companion has the perks **"I'll Tell You Everything You Wish To Know," Foster Theory,** and **I Got Naked, Which I Was Okay With.** They have a **House,** a **Van,** as well as a **Lab** to work out of.

Child (200cp - discounted for Slayer) Maybe they're yours biologically. Maybe not. Either way, you are now the guardian of this precocious, five-year-old child. They look up to you. Try to do right by them and raise them well. They've got the demeanor of an average child - loud and needy. Underneath this lies a heart of gold. Just being around them makes you want to be a better person to make a better world for them to grow up in. They're kind, brave, selfless, intelligent, and though naive at the moment, they'll become a very wise person as they mature. Take care of them, jumper.

This companion has the perk **Worthiest of Hands and Hearts.**

Drawbacks

Continuity (+0cp): If you've been to a MCU jump before, you may return to that universe.

Jane Fonda? Jodie Foster? (+100cp): Nobody gets your name right. Maybe it's because they constantly mispronounce it, or it could be that they simply stubbornly call you something else. They'll say it properly once in a blue moon, but other than that, you'll have to get used to being known by a different name.

I Did Not Hear No (+100cp): Oh, boy. The New Asgard Theatre Company has latched onto you. Somehow, they've been tipped off about your true nature as a jumper. I wonder who did it. They think that your previous travels (even if this is your first jump) are excellent material to write a play based on. They will constantly badger you for information about your past and you'll have to come every year to watch all of their plays. If you take this drawback, you get them as companions for free.

I'll call the Axe when you call the dentist!" (+100cp): Your teeth resemble Elizabeth I's, or Gorr's. They look bad. Whether it was through Elizabethan fashion trends or touching the Necrosword one too many times, your teeth are unsightly, pitch black, probably rotting, smelly, and disgusting to behold. This (*somehow*) won't affect your health, but it'll look awful and won't go away no matter how much you invest in dental care.

Jealousy (+100cp): You can only wield one weapon for the duration of the jump. If you try to wield another, it will never work and your chosen weapon will start acting unreliable, voicing its displeasure. Choose well.

“Minimal Loss or Damage!”(+200cp): That’s a big, fat lie. You’ll use your heart and mind to defeat your enemies, but with *maximal* loss and damage. Whenever you fight, you’ll cause a disproportionate amount of collateral damage. Get in a fist fight? You’ll inadvertently cause a car crash. Repel the Chitauri from New York? You’ll tear apart Manhattan, Queens, and Brooklyn. Liberate an oppressed people by driving away alien marauders? Everything’s going to seem fine until their grand temple crumbles down to its foundations with comedic timing.

Uninvited to the Orgy (+200cp): For the duration of the jump, you may not have any sort of carnal relations with anyone. Even yourself. You can’t even watch. The silver lining is that you’re not barred from romance or friendship, just sex.

I Am Groot (+200cp): You can only say one sentence for the duration of the jump. It’s of your choosing, but it has to be exclusively in that order. It goes without saying that your communication skills are going to take a hit if you take this drawback.

When did We Become the Joke? (+200/400cp):
It used to be that being the jumper meant something. No more. You are mocked, disrespected. Not beneficial in underestimation or softer treatment, but people laugh at you. For an additional 200cp, you act the part. You’re blindingly arrogant, to the point where your ego would eclipse Zeus’ and figuratively has more gravitational pull than a black hole. You’ll continually underestimate your opponents, forgetting every time that those *worms* have beat you into the ground hundreds of times. Plus, you’re a cunt, and you’ll alienate or at least severely piss off even your closest companions by jump’s end.

Stage Four (+400 CP)
You’re sick. You have a terminal illness that’s slowly killing you. Fortunately, it’ll take over ten years, and by then, this drawback will be lifted. This will see your quality of life decrease drastically. Initially, fatigue, pain, and more shall plague your body. These symptoms will worsen over time and more will come. There are no ways to cure this disease, but it won’t kill you. You’ll be in constant anguish and suffering for your last years, though. If you do choose to get up, you’ll be able to act and fight at your full strength, though in excruciating pain. This will exacerbate the symptoms of your affliction. And to add to this, horrible things will happen all around you, and if you’d only pick yourself up, you could easily stop them all. Will you ruin yourself for the good of others?

Obligatory Drawback No. 1 (+400cp)
I’m sorry, but at this point, you’re probably something ludicrously overpowered like an eldritch-kryptonian-dragon-saiyan-viltrumite-supreme-warp-emperor-archmage-endbringer-bombadil-eldrazi-godzilla-cthulhu-saitama-warrior-tentacle-monster. And the gods are like bacteria to you. That’s not happening. You’ve lost all your perks and powers from other jumps, leaving you only with what you get here. Not even powers from other Marvel jumps, or MCU jumps. The latter stopped being an option because there’s a lot of overpowered stuff in the newer MCU jumps.

Obligatory Drawback No. 2 (+400cp)
Just like No. 1, but for items and the cosmic warehouse instead. If you wanted to stomp Omnipotence City flat with your custom Super-Tengen-Toppa-Gurren-Lagann-Gundam-Jaeger robot, look elsewhere. That's not happening here.

Vow Against Jumper (+600cp): It looks like you've earned the attention of the nascent deicidal maniac. Turns out that you're not much better than a god in his eyes. You're number one on Gorr's hit list, and he'll be gunning for you the very moment you enter this universe. If you're strong enough to consider Gorr a non-threat, he will be empowered by the malevolent being that created the Necrosword to become your equal.

Fall From The Sky (+600cp): The mortals no longer fear them. They instead look up to their so-called *superheroes.* No more. Spurred on by Zeus, the gods are no longer content to sit back. Their twilight will exist no more. The mortal will learn to fear them again. And for this new, resurgent age of gods to start, you must go. Zeus is your sworn enemy from the day you enter here. There is nowhere you can hide, and he will descend upon you with his divine fury in all its glory. Can you withstand the wrath of the gods? Like the above drawback, Zeus and his progeny will be empowered to be at least your equals if you're too strong.

Scenarios

These are some legendary quests we've got here. Each comes with its own unique reward. Pick one, pick two, but not three because the first and last one aren't compatible. Make a story worth remembering that the bards will sing for a thousand generations after you're gone. The costs are dire if you fail one - you'll lose everything you picked up here.

Council of Godheads



Mighty Zeus sits at the head of the council at Omnipotence City. Soon, a confrontation will see him being severely injured and put out of action. That leaves a power vacuum. One that you're going to be taking advantage of. Your goal is to usurp Zeus' position as the leader of the council of godheads, becoming the effective leader of Omnipotence City. You'll have to defend your throne against all comers (including Zeus when he recovers) and become an universally loved figure among the populace, even more than Zeus (and yes, you'll have to win his admiration as well). Not only that, but you'll have to instill meaningful reform in the city, turning it from a place rife with decadent debauchery to a city of the gods that truly shines as a beacon of hope and love in the vast multiverse. In other words, you have to turn the place from a watered-down pre-fall Aeldari city to something akin to New Genesis.

Reward: As the ruler of Omnipotence City, you get to take it along with you on your chain! You have the entire city to yourself, as well as its inhabitants. You are not the monarch, so they won't obey you unquestionably, but they all consider you a friend and will at least listen to you. The city will also attract local gods of future jumps, so you could probably befriend them pretty easily. In future jumps, all beings of a divine or godly nature will respect you and your authority will be treated with proper decorum. If you aren't a god, you get the **God** race for free and one domain. If you are, you get two additional domains.

Search for Eternity



On Morag, the temple vault displays a mural of four beings, creators of the infinity stones. Death. Infinity. Entropy. Eternity. It is said that whoever first unlocks the gate at the center of the

universe will be granted any desire they please. So guess what you're going to be doing? That's right, your quest is to make sure that *you* are the person who gets to the wishing well. Beware, as you already have competition in the God Butcher (three guesses as to what he'll wish for, and the first two don't count) and by taking this, numerous other competitors across the universe will also be gunning for it - and they're all skilled and deadly enough to give you a harrowing challenge. Thor and co. may also get in your way trying to stop Gorr. They could be anyone. Maybe it's the piece of Venom left behind back in *No Way Home*, matured to a full-grown symbiote. Maybe it's a lost Asgardian, seeking to restore the splendor of their homeland. Maybe it's Karl Mordo, on his own extermination quest against sorcerers. Maybe it's Kang, looking for another way to consolidate his power. Old enemies from previous jumps could even return for another fight. You must overcome all of these opponents, open the Altar of Eternity, and claim your wish.

Reward: You get a *wish,* to be claimed at the end of your chain. I don't think I need to clarify why that's a good thing. You get the perk **Born from Eternity** for free - or if you already have it, you get an extra +600cp.

All Gods Shall Die



You have seen the laughter of thirsting gods. And you have decided that Gorr's right. Kill all the gods. Mortals ascendant. This will be a monumental task to achieve. The gods will unite to defeat you, a threat to the universe. The heroes and villains of the universe will seek to end your crusade, as some gods are liked and needed. There is no way to destroy them *en masse.* No wishing wells, no superweapons, no apocalypses, no twilight of the gods. You will have to hunt down and ensure the untimely demise of every single god out there. So long as a single ember of divinity exists, you may never rest.

Reward: If you didn't have it before, you now have the **Necrosword.** If you did, the sword is empowered to the levels of Earth-616 with potential to reach the height of its power, as it was in

Earth-14412. All-Black is no longer just a blade. It is a symbiote. This malevolent living abyss, the first symbiote, forever accepts you as its master. When bonded, it takes the form of inky, jet-black armor that surrounds your form, enhancing your physical attributes to untold levels, adding a healing factor. The darkness can shape to your will, creating whips, tentacles, wings, and whatever constructs you please. One day, this blade could cleave worlds in twain.

Future:

I'm going to cut right to the chase here. You have a choice.

Jumper Always Returns to Midgard: And this time, it's to stay. You return to your world of origin with everything you've picked up. It's been a pleasure.

To The Land of the Gods: You've chosen to stay here. There's so much to do in this multiverse. Perhaps one day, you'll find your eternal reward.

Jumper Will Return: On to the next world!

NOTES:

Hopefully this jump doesn't stink.

Changelog:

- Made 7.11.2022
- V.0.1 published 7.13.2022
- V.0.5 published 7.28.2022
- V.1.0 published 8.10.2022

Jump Notes

Master of Mischief: The mind control bit is less like Professor X and more like the methods of Loki and Amora. I wasn't sure whether to include this as a perk or lump it into a domain for "trickery" or something. But according to the MCU wiki, Loki's illusions come from training in magic. Frigga (who I think was pretty cool) could do it too. So, it's a perk.

Born from Eternity: I made a lot of this up, as it's *very* spoilery and we don't really see much of Love in action. I added in flight because it'd be lame if you had a brick powerset and laser eyes but not flight.

Thunderbolt: I said it has the perk **The Power of Jumper** because when Thor hands out his power to the kids at Eternity's Altar, the lightning is yellow like Thunderbolt's instead of Thor's usual blue.

When did we become the Joke and **Stage Four** came from Blackshadow111's suggestions.

Other Notes

Mada Mada Plus Ultra.

Thank you to the Reddit and SB communities for your suggestions.

When I make a jump, I initially go “oh, this is going to be easy.” But there’s actually a lot of research involved. Depending on the source material. Peter Nimble and Sophie Quire were alright. Toaster Dude was OK too because not that much effort went into it. DCeased was a nightmare to research. The Troop was fairly easy. Rise from Ashes is inconsistent and I had to make stuff up instead. I had to do a lot of research on both MCU and 616 Asgard, read a bit of Thor: God of Thunder, and rewatch clips of not only Love and Thunder, but older Thor movies and Guardians of the Galaxy movies. After I publish a jump, I look back and internally facepalm because I always miss something. Toaster Dude turned out alright, but I updated it to add the Bad Guy origin. Peter Nimble, Sophie Quire, DCeased, The Troop, and Rise from Ashes all have something I didn’t see that I now regret.

Gorr looks like Palpatine in the poster. I’m sorry, he does. Don’t deny it. You know I’m right. Go back up and look.

I watched Chris Hemsworth answer WIRED’s questions on youtube because I thought that he didn’t sound like Thor in real life and he was just doing a funny voice in the movies. He *does* sound like Thor in real life.

*From the Marvel Database, on the Flora Colossus language: “The language of the Flora colossus is almost impossible to understand due to the stiffness of the larynxes that make their speech continuously sound like they're saying "I am Groot" over and over again. Black Bolt's brother Maximus the Mad asserted that whenever Groot is saying his trademark "I am Groot!" he has actually been saying any number of things and people, who are oblivious to the subtle nuances of his speech, misinterpret him as merely repeating his name.”

According to the MCU wiki, the original Groot died when he saved the rest of the guardians when Ronan’s ship crashed into Xandar. The Groot we see after is a new version of Groot with all his memories but it isn’t the original. I think that’s stupid.

Let’s be honest, the Einherjar are basically redshirts. Norse warrior god redshirts, but still redshirts. They were helpful when they fought those shadow monsters in the early part of the movie, though.

I read Dear Evan Hansen as I write this, and I don’t like Alana. She’s even shallower than Evan. I feel like the majority of the cast are dicks in that book. I don’t like the book in general. I also read My Dress-Up Darling and Spy x Family, which I did enjoy. I despise Lumberjanes. *Especially* that one issue with Apollo, Artemis, and the wishing orb. I watched the first season of Stranger Things. I’m late to the party. It was pretty good. I already knew about the Demogorgon, the Upside Down, and Eleven through pop cultural osmosis, word of mouth, etc. I watched the

first seven episodes of season 4 before season 1. I think it's hard to believe that Murray can beat up a bunch of trained soldiers, even if he's a black belt. I can see him beating Yuri, but not all of the prison guards.

There are two references within the Hunter's Instinct perk. The phrase "the weak have their own way of fighting" is a reference to one of them. I'd be impressed if you could tell me what that's referencing. I was going to include this sentence in the description, but it's too long.
"In a direct confrontation against one of divine might, your enemy would smite you in an instant like the insignificant, mortal insect they think you to be. In a match of strength, the weaker one loses. But yet, strength does not always bring victory." Various other references I tried to sprinkle into the jump include Star Wars, Rocky, Zelda, 40k, and Demon Slayer. If you want to know where the quote "The weak have their own way of fighting" is from, it's in invisible text right after this sentence.

How many parents does Korg have?

I'm convinced that the three most romantic scenes in japanese/korean comics are watching fireworks wearing yukata at a festival (japan - I saw it in both Demon Slayer and My Dress-Up Darling), bandaging up your injured beau's foot (Korea - I saw it in Swimming Lessons for a Mermaid) and putting your feet in the sea at the beach.

The location categories - I'm counting this one as Not Earth because most of the movie isn't spent there:

- Not Earth: 3 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard, Thor: Love and Thunder
- Earth, Unspecified Location: 1 - Toaster Dude
- Earth, Global: 1 - DCeased
- Earth, Specific Area: 2 - The Troop, Rise from Ashes