Marvel Studios

What If…? – The Reddit Edition V1.0

(Series 1/?)

By: Lots_Of_Mistakes_

Time. Space. Reality. It's more than a linear path. It's a prism of endless possibility, where a single choice can branch out into infinite realities, creating alternate worlds from the ones you know. I am the Watcher. I am your guide through these vast new realities. Follow me, and ponder the question...

What if?

From his observatory in the Nexus of All Realities, The Watcher observes the numerous timelines spawned from various nexus events. However, the Watcher himself is unwilling to interfere with events occurring within the realities, having sworn an oath shared among all other Watchers. But as he observes eight specific universes amongst the multitude, his presence does not go entirely unnoticed…

Will you avoid interference, much like the Watchers? Will you act, and if so, how?

Whatever your choices over the 10 years you will be staying here, take 1000CP to spend.

Starting Location

I'm going to ask you this one time: Where is Jumper?

The Marvel Cinematic Multiverse is a big place, and it would be a shame to miss what you might have come here to see and do because you ended up in the wrong time and place, so you can choose any of the presented options for free. And what better a way to determine where to go than to ask what you'd like to see? What question would you like to witness being answered?

1 – ***What If Captain Carter Were The First Avenger?*** – When Steve Rogers is seriously injured, Peggy Carter becomes the world's first Super Soldier. You appear on Earth during World War 2, either at the same time and place that Project Rebirth is taking place at the Strategic Scientific Reserve Brooklyn Facility, or later on at the Austrian HYDRA Weapons Facility shortly before it comes under attack by Captain Carter and the Hydra Stomper.

2 – ***What If T'Challa Became A Star-Lord?*** – The rough-and-tumble space pirates known as the Ravagers abduct T'Challa instead of Peter Quill. You can appear on Morag at the same temple Star Lord has just found a very valuable Orb, somewhere in the Iron Lotus on Contraxia shortly before the Ravagers return after another successful mission and encounter Nebula with a job offer, or the Collectors Museum in Knowhere.

3 – ***What If The World Lost Its Mightiest Heroes?*** – Nick Fury struggles to launch the Avengers when candidates are targeted by a serial killer. You appear on Earth and can choose between Randy's Donuts where you might spot someone sitting in the sign, or later on at the S.H.I.E.L.D. Crater Investigation Site in Puente Antiguo, Culver University in Willowdale, or in a graveyard in San Francisco.

4 – ***What If Doctor Strange Lost His Heart Instead Of His Hands?*** – A grief-stricken Doctor Strange uses the Eye of Agamotto in a dangerous effort to change the past. You appear on Earth, and can choose to arrive outside the New York Sanctum on the two year anniversary of Christine Palmer's death, or in a forest where you'll soon be found by the keeper of a certain library.

5 – ***What If… Zombies!?*** – When the Avengers are infected by a zombie plague, surviving heroes search for a cure. You appear on Earth, and can choose to arrive inside a web-supported shelter in New York shortly before Bruce Banner will be returned to Earth, or above ground in Camp Lehigh.

6 – ***What If Killmonger Rescued Tony Stark?*** – An American soldier called Killmonger rescues Tony Stark when his Humvee is attacked in Afghanistan. You appear on Earth, and can choose to arrive in Afghanistan where the Ten Rings are about to try kidnapping Tony Stark, at a press conference held later in Los Angeles where promotions and arrests will soon be taking place, or in Wakanda.

7 – ***What If Thor Were An Only Child?*** – Thor, who never learned to be a good hero, throws an out-of-control intergalactic party on Earth. You can appear on Asgard, shortly before Odin will fall into the Odinsleep, or on Earth in Las Vegas just as the Bifrost Bridge deposits the Party Prince and their entourage.

8 – ***What If Ultron Won?*** – Natasha Romanoff and Clint Barton seek to destroy killer robot Ultron following a cataclysmic event. You can appear on Earth before or after Ultron has unleashed the world's arsenal of nuclear weapons upon itself, and arrive on the landing pad of Avengers Tower or in the KGB Archive Building.

9 – ***What If The Jumper Met The Watcher*****?** – Hmm, not an ordinary question, but it could have an interesting answer. Rather than going to any particular dimension here, you can instead arrive in the Nexus Of All Realities, one inhabited by the Watcher. They may or may not notice your arrival at first, but they're bound to be curious about how you got there. Just be aware that this might not be a safe place to stay for too long, depending on how things develop.

10 – ***What If The Jumper Went Somewhere Else?*** – Perhaps you'd like to start somewhere that a different story is taking place in this Multiverse? Maybe you'd like to see what happens in a reality where Tony Stark ends up on the planet Sakaar and ends up teaming up with Gamora? As long as it's part of the accessible Multiverse, you can pick and choose to go wherever you want.

Ah, perhaps we should do you one better, and ask *when* is the Jumper? Alright then, if there's a different starting *time* to the ones already provided that you'd like to start the Jump at, feel free to do so as long as you don't have any Drawbacks or Scenarios stating otherwise.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history. Maybe you could explain away your presence as being from a distant part of the Multiverse?

Watcher – *You are the Jumper, and the Multiverse, every single world, every story is your home. You're not necessarily of the same people as Uatu the Watcher, nor bound by the same oath, but you are in a position to observe far more than almost any other being could perceive.*

Soldier – *Every army starts with one person. Whether you're a Super Soldier or wearing special armour, you might be able to change the course of a war. Hopefully you won't be put in a suit to sell war bonds.*

Genius – *The greatest minds alive, and you are one of them. Whether you're working for a government or independently, your creations could change the world, for better or worse.*

Conqueror – *Whether you desire to prove your superiority or are burdened with glorious purpose, you aren't here just to see worlds or save them. You have come to conquer, and perhaps all you need is the means and opportunity.*

Hero – *You might be a legendary outlaw or a more refined figure, but either way you're probably used to stealing from the rich to give to the poor and saving planets along the way.*

Criminal – *Whether you got square or seized the opportunity to take what you wanted, you've probably seen a lot of worlds.*

Spy – *Were you recruited to join a covert ops team, or were you the one doing the recruiting? If it vaguely rings a bell, you're probably well suited to the more subtle parts of changing the world.*

Sorcerer – *Why are you here? Are you seeking answers in the mystic arts, or are you the one trying to provide them?*

Survivor – *Did you drop into all of this, or are you still the friendly neighbourhood Jumper despite what happened to the neighbourhood? At least you don't have one of those gross half-eaten faces, and you're probably well suited to avoiding that fate for yourself and others.*

Monster – *You might have one of those gross half-eaten faces, or you might be doing questionable things at a time where the world couldn't get much worse.*

Usurper – *Are you living your entire life for one moment, training, lying and killing just to get there?*

Partier – *You may or may not know anything about horse gods, but you do know how to bring the thunder.*

Destroyer – *You see only one path to peace. Only primitive minds would fail to see the distinction, which is why they have to die.*

Searcher – *When you've lost so much and not sure there's anything left worth fighting for, at least you might be able to avenge those who have fallen.*

Guardian – *You aren't just the best hope to save one universe, you might be the last hope to save all of them.*

Race/Species

While you can choose your race, age and gender freely, not every species has equal natural capability. If you want to be something special, you'll need to pay more depending on how powerful such a being is, but feel free to pick any species you know of within the MCU setting that fits within the category you have chosen.

The scale takes into account physical and more esoteric capabilities, so you could potentially be 'only' as physically strong as a human while having a natural ability that would let you outmatch them. Use your best judgement for what category you would fit into, possibly comparing what you want to be to the example characters in each.

Free – **Basically Human Scale** – Something with capabilities equivalent to a Human. While this might not seem much, consider that the likes of Black Widow and Hawkeye would fit into this category.

200 – **Superhuman Scale** – You have capabilities beyond an ordinary Human, or perhaps one modified by science, mysticism, or other cosmic forces. You could be comparable to the likes of Captain Carter with your natural capabilities, though this doesn't account for her training or equipment.

400 – **Asgardian Scale** – Not necessarily an Asgardian, but you're comparable to some of the more capable Asgardians such as Sif or one of the Valkyries. While you're not quite equal to the likes of Thor with this alone, with time and other purchases you could match them.

600 – **Titan/Major Asgardian Scale** – Even the mightier Asgardians could find themselves outmatched by your natural capabilities, putting you on the same level as Hela or Thanos.

800 – **Celestial Scale** – You've gone from threatening entire terrestrial armies to more of a cosmic threat, putting you on the same level as beings such as Ego.

1000 – **Multi-Dimensional Scale** – What would be beyond a living planet, capable of threatening large parts of a universe? You, with this purchase, as it puts you on the same level as The Watcher or Dormammu, potentially threatening multiple realities.

You can also be a hybrid of some sort, so long as you can come up with a good reason and it doesn't give you any capabilities you would have without what you buy here, your Perks and other abilities.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free – **Off The Watch List** – It would be unfortunate, not to mention rather unfair, to be erased from existence or otherwise targeted because you're not 'supposed' to exist in this particular reality, or struck down without warning because your mere presence is interfering with some grand cosmic plan. Now, entities and organisations such as The Watcher, The Ancient One and The TVA either won't notice your presence and actions, not notice you as anything unusual, or will assume what you are doing is all according to a greater plan that they believe in. They'll completely overlook or ignore you, preventing them from doing anything about your interference or presence… unless you go after them directly, at which point they might take notice.

Free/100 – **You Are Quite Articulate For A Duck** – It would be a shame to try and explore these worlds and interact with their people if you couldn't understand a word they said. While you might be able to find technology or other means to translate for you, or just put in the time and effort to learn all the languages… you can skip that and take this instead. With it, you can speak and understand all the languages, accents and even slang that you encounter here, and can share this with your Companions. It's free here for the sake of convenience, but if you want to take this trick with you to future Jumps it will cost you 100CP.

Free/100 – **General Jabs** – The smallest things can make huge differences. Diseases you could pick up while you're here could certainly change your story, but probably not for the better. You are now as immune as anyone else would be if they had access to all the local general vaccinations and treatments to deal with common viruses and allergies, and your immune system can deal with the less serious diseases you might encounter here fairly easily. It's Free here, but you can pay 100CP to have the same apply in any settings you might visit in the future. Just be aware this wouldn't be enough to stop, say, a Quantum Virus transforming you into a zombie.

Free – **Remarkable Person** – Being an entirely mundane human in worlds filled with marvels might not be what you want. Now, you'll have at least the capability to begin matching such people. This will have a more general component based on features of a setting, such as the *potential* to use magical capabilities if a setting would allow it, even if only a select few in the setting could use it. While having the barest capability to fit in within a setting could be useful, you will find that anything that would be particularly applicable for your chosen Origin will be significantly beyond the basics. For example, picking an Origin related to the study and use of magic will not only ensure you have the ability to use it, but a moderate amount of experience and capability with it even without other Perks and additional experience.

Free – **The Sacred Jumper** – If you had any concerns that the timeline you are in might abruptly vanish, perhaps due to a cosmic battle between multi-dimensional entities or due to the actions of those who would seek to control reality by erasing unwanted timelines, you might appreciate this. So long as you didn't do anything that you know would have caused it to be otherwise, your timeline and reality will remain intact. Cosmic battles you aren't involved in won't shatter it as collateral damage, and neither natural timeline-erasing forces nor artificial methods will abruptly end your journey. Of course, if you deliberately break space-time or actively get into a fight with something that could shatter reality, this protection won't stop the consequences of your actions.

Free – **Marvellous Animation** – As an outsider, you might have noticed that this bit of reality might look a bit… different to the rest of the MCU. Maybe you like it, maybe not. But now you have something of a choice, as you can now view any particular reality in a way that you prefer, even if it's different to how you originally perceived it. You might prefer your particular *What If* tales to be clearly live action, go somewhere else and keep the cel-shading style, or even pick some other art style that you prefer. Just be aware this only changes your perception; it doesn't actually alter the underlying reality. Just because something that was originally highly realistic now looks more like a cartoon to you, it doesn't mean that something like toon-physics will apply with this Perk alone. You can share this with others if you like, letting them see things the way you do, or letting them see things the way they prefer.

Free/100/200 – **Sir, They're Gorgeous** – Well, maybe. Different realities might have slight differences even between different versions the same people, so this is your chance to alter your own appearance a little. Your aesthetic alterations are up to you, as long as it doesn't give you any advantages you shouldn't have without other Perks or abilities. This includes being particularly attractive, considering how much of an advantage that can be, so you can still look as good as you usually do, or be brought up to at least average for whatever you are, for free. For 100CP you can choose to look noticeably above average, certainly enough to turn heads and with clothes still looking good even if you just pulled them out of the dryer, so about as good looking as most of the more notable people you might encounter here. For 200CP this is increased to a borderline supernatural level, to the point professionals in a tense situation might be admiring you, your hair still looks great in the middle of a storm, dirt and damage somehow doesn't make you look any worse, and even your corpse would have a pleasant smell.

100 – **If We're Going To Win, It Won't Be With Me Stuck Behind A Desk** – You probably want to be out and doing things, not prevented from getting involved. Now, regardless of age, gender, or anything else that could be used to discriminate against you, if you genuinely have the capability to do something, others will let you do it. Even if you're not qualified for field duty, if you can show that you are invaluable in such a task then you'll immediately be promoted so that you are. This doesn't quite extend to illegal things, so you can still get in trouble for breaking laws that apply to everyone or stopped from committing crimes that nobody is supposed to do, but other criminals won't stop you from working with them because of your age, gender or appearance.

100 – **On Any Planet, Among Any People** – There ain't no place you don't belong… which you might appreciate as a frequent traveller between worlds and dimensions. As long as you genuinely want to fit in and be part of it, you will be accepted by any people or culture, even completely alien ones. You'll instinctively know how to fit in and be part of it, able to quickly adapt to local customs and activities.

100 – **So, A Jumper And An Extradimensional Warehouse. Okay.** – You might have found that explaining your true origins and nature might be difficult at times, as not everyone would react well or believe you if you claimed to be a dimension-hopping tourist. Now, they practically take it in stride, accepting any unusual nature you or your Companions might have so long as you're being honest about it. They won't even have some sort of existential crisis about it all. Maybe they have other things to be worried about, or have encountered enough strange stuff that something like you isn't really that unusual in comparison?

100 – **Variable** – While the story of 'What if the Jumper couldn't control their Perks and abilities' might be interesting to observe, it might also be a fairly short story from where the Jumper is concerned. Now you have a sort of internal dial where your various Perks and abilities might be concerned, allowing you to turn them on and off entirely as well as toning them down from their full power to any degree you want.

200 – **You're Still, Uh, Pretty Spry For A Guy With A Corner Office** – If you're leaping at the call to action or rushing to assemble a team, it might help if your age and activities aren't holding you back. It would be a shame not to be able to keep up because you've been holding a desk job for a decade or have been active for more than a few. Now, you'll have good general fitness, agility, and general health regardless of your age and level of physical activity. This won't get around actual injuries, but you'll never have to worry about going rusty from lack of training or out of shape from lack of exercise and a poor diet.

200 – **Who's There?** – Feel like someone is Watching you? Now you'll be able to check, as you can sense and perceive others who are monitoring you in some way, either in person, using mystical means, or even exploiting some sort of multi-dimensional nature. Even the Watcher wouldn't be able to hide from your gaze if they happened to be observing you. You can even hear such beings if you want to, though it's up to you if you'll listen to what they have to say. If you'd prefer for them to not know that you know they're watching you, they won't know unless you want them to, which might be useful when dealing with less benevolent observers.

200 – **Isn't This More Fun Than Just Watching?** – And a lot less creepy on their part. Tired of just being a spectacle to an unreachable audience? Now, you are able to get to and drag to your reality those that are watching you from outside of it, or force things that normally just observe while unaffected by the spectacle to a state you can interact with them in. This does require you to be able to perceive them though, akin to only being able to drag the audience onto the stage if you can see them. If the Watcher was looking at you through the glass-like boundaries of reality and you could see them, you could reach out and drag them through to you. Just… be careful who you decide to interact with, as while the Watcher might just be confused, other entities might not respond as nicely.

200 – **Jumper Who Remains** – Like a certain scientist in the 31st Century, you are now aware of the existence of a Multiverse, consisting of alternate universes. Logically, this would mean that there are alternate versions of yourself out there. Not every version of you will necessarily get along, which could be a bit of a problem if any obtain the means to travel the Multiverse. Rather than having to resort to isolating realities and trying to prevent choices causing your timeline from branching out, you can take this. While this doesn't stop alternate versions of you from existing, it does mean that you won't run into any of them, or encounter any realities they might have affected, unless you want to. While Drawbacks, Scenarios and deliberate acts to do so with your own effort or via various Perks and Items will still allow such things to take place, you don't need to worry about a Multiversal War between different versions of yourself unless you deliberately decided to take part in one. This extends to Temporal isolation as well, so you don't need to worry about time travel being a way that different versions of you from your past or future could show up in or alter your timeline.

400 – **A Single Choice** – There. That's the moment that created a new universe. Some part of your extradimensional nature makes you particularly perceptive when it comes to such things, events and choices that will ripple across time and space to change things. Not only can you have a sense of when and what these moments are, being able to sense these moments from much further away in time and space the larger the consequences would be, but you know how to create them yourself. Even if things would normally have a set path, even if there are forces working to preserve a certain set of events, you can change everything. One choice giving birth to a whole new history. Such a monumental capability acts as a Capstone Booster for the 600CP Perks here.

Watcher

100 – **Only To Observe** – If you've done something like taking an oath to not interfere with events, it would be a shame if your mere presence ended up changing things. When you have this active, something you can toggle on and off at will, your presence and actions somehow won't end up changing things. No more butterfly effects or changes to the plot will come about from your actions or presence while you have this active.

100 – **Worth Watching** – Even if you're not taking part in what happens, you might actually want something to watch on your journey. When you want to see things, you will find yourself drawn to events and locations where important and interesting things will happen. This will always be the sort of things you *want* to see, rather than being 'interesting' in the dangerous or unpleasant sense if you don't want that sort of spectacle. It doesn't change what happens, but if you're looking to see specific sights, you'll find yourself nudged to be in the right place at the right time to observe.

200 – **Recorded** – Do you want to be known, despite only just showing up here? If you want, your existence can be known about in some way. Maybe in books, maybe some can sense your presence. They'll know as much about your capabilities as you want them to, and even how to contact you if that's what you would allow. Or maybe you're more of a private person? In that case, this Perk will keep you out of such records even if they would normally automatically update to include you.

200 – **The Same Way You Fixed Christine?** – You may or may not be willing or able to help others, but sometimes, people will beg or even demand your help when you can't or have very good reasons not to. Now, you know exactly what to say to shut down their requests. Better yet, they won't hold any sort of grudges or resentment for not helping them, which could be useful if you end up needing to go to them for help later.

400 – **I'm Not A God, And Neither Are You** – Despite cosmic power and an infinite dimensional theatre, sometimes it's nice to remain grounded. With this, you will remain humble and avoid being arrogant, having an accurate assessment of your own capabilities and position in the grander scheme of things. If you're not too interested in that feature, you might appreciate the ability to punch through the ego of others to get them to admit the truth of the situation to themselves.

400 – **Meddling In Time And Events Only Leads To More Destruction** – Sometimes, oaths of non-interference came about for a reason. At least now you can avoid making the sorts of mistakes that would lead to such a thing, as you instinctively know if your own actions would have unwanted or negative consequences. This isn't some sort of infallible precognition, but more of an accurate gut instinct warning you if getting involved would just make things worse.

600 – **Ponder The Question** – That's what you're here to do, isn't it? You can apply a 'What If' Question before a Jump starts to go into a specific timeline where that question is answered if you don't interfere. If you have some sort of multi-dimension or time travel capability, you can use this Perk to track down specific timelines or dimensions where the

posed question happened, allowing you to get an answer. With such a capability, you could potentially **Ponder The Question** as many times as you liked, while being limited to a single timeline would only allow using it once.

> **Capstone Boosted** – It seems you have a bit of influence over the answer. Many *'What If?'* stories tend to go badly for those involved, with death and destruction imminent even if not immediately taking place, often because an author is not forced to keep the story going and guarantee some degree of stability and continuation… but you have a bit more leeway in the grander narrative now. While this doesn't allow you to precisely modify events or determine exactly what happens, your **Ponder The Question** Perk now allows you to determine if the world you enter will overall be better or worse due to the difference. Should you choose a *Brighter* timeline, the overall situation will improve, if only a little in some cases, such as more people surviving a disaster or someone becoming a great hero. Should you choose a *Darker* timeline, the overall situation will get worse, such as an additional person dying or someone becoming a terrible threat. This is all without taking your own actions into account, of course.

600 – **You Cannot Compute The Power Of My Will** – Sometimes your willpower isn't used for just powering through something, but for restraining yourself from something you want to do but know you shouldn't. Now, you have enough willpower to prevent yourself from breaking oaths you've made even if it's heart-breaking, so long as you're upholding the whole reason behind the oath. If you swore an oath to not interfere out of a concern your actions would only cause destruction, then you'll be keeping that oath until it becomes clear that not acting would inarguably lead to destruction on a far greater scale. If that's of no interest you, you might appreciate how your immense willpower can now reinforce you and your abilities to a significant extent, even giving you the ability to break free and escape should even all your power normally be insufficient in overcoming your captivity.

> **Capstone Boosted** – Ready to break your oath? Not only can you break oaths when they are no longer applicable to the reason behind them even if there is something other than your own will enforcing them, but when there are no other options, and you need help, you will be able to find it. You've seen enough to identify those who would be up to tasks that you would or have failed at and are guaranteed to be able to reach them. Whether you can convince them to help you, or if their aid will be sufficient, is another matter.

Soldier

100 – **I'll Be Right Back** – Not fond of breaking promises? This might help a bit, as now you can *always* find a way back when you promise it, even if you somehow end up in a different time or dimension. Such an incredible degree separation might take decades, however, so your partner might be waiting quite a while for that dance lesson. But you'll be back one day and see them again, just like you promised.

100 – **Did It Work?** – And then some. You are incredibly compatible when it comes to serums, chemicals, and other science-based experimentation intended to change or enhance you in a beneficial way, suffering no side-effects or unwanted negative conditions. If there's some flexibility in the procedure, it could even alter you in a way you consider positive, such as making you taller if you felt you were too short. If you'd prefer it, you can have these changes occur without any outward sign, such as becoming immensely strong without any visible growth. Might be useful if you don't want to replace your wardrobe.

200 – **Ready To Join The War Effort, Jumper?** – You might be willing, but you might not always be able… at least, not without this. Now, you can always find a way to help with causes you want to help, despite any limitations on your part. Want to help fight a war, but lack the physical capability to do so? Maybe some genius will come up with a powered armour you could wear.

200 – **Are You Seeing This?** – You have experience and quite a lot of talent at fighting, making you competent in combat in general, and an expert at applying any additional abilities you have to it such as super strength. You can quickly adapt to any changes in your body to be as good as, if not better at combat as you were before the change.

400 – **Thanks, You Almost Ripped My Arm Off** – Even if you've somehow obtained superhuman strength and durability, everything around you might not be quite as durable. It would be a shame if you broke something, or some*one* by accident. Now, regardless of the amount of force you might be using, it will never cause unwanted damage to whoever or whatever you are interacting with. If you were strong enough to hoist someone with normal human durability onto a train and this would normally hurt them, now it won't. You could even catch someone as they fall and they would be unharmed, even if just colliding with you would be the same or worse than hitting the ground. Should you be the less durable one in this situation, you can have this apply so that others don't hurt you when they don't intend to, so you'll never have to worry about losing an arm to a particularly strong handshake unless they actually want that to happen. If nothing else, this might help alleviate some of the initial issues you or others could encounter if super-empowering serums are involved.

400 – **Where Have You Been All My Life?** – Sometimes you'll get your hands on some new equipment and not have a lot of time to practice it. Now, it will come to you naturally, as you can quickly adapt to and master even unusual items and weapons in combat. Not many would be able to figure out how to use a shield as an effective offensive weapon, but you'll find it almost a natural extension of your body and even be able to use it as a projectile within a few moments of using it in a real fight.

600 – **Fragile?** – For some reason, you can get people to vastly underestimate you. While this might result in a few petty insults, even if it's obvious that you just single-handedly took out a large group of heavily armed soldiers and literally threw a motorbike with your bare hands, you can get some buff idiot with no superpowers to try taking you on hand-to-hand. You can Toggle this effect at will, if you want your opponents to take you seriously and not vastly underestimate you.

> **Capstone Boosted** – Who needs a plan, you have a shield! What do you mean, a shield is not a plan? Oh, looks like even your on-the-fly planning ability has been underestimated. You are a savant at assessing a situation and quickly coming up with a viable plan of action, or at the very least a general idea of what you need to do to accomplish your goals. You'll be able to adapt quickly even in a hectic battlefield, adjusting plans you might have come up with beforehand and suggestions by others to come up with a workable strategy.

600 – **You Can't Even Drive A Car** – But somehow you can master piloting an experimental, one-of-a-kind suit of powered armour, even if you lack the reflexes and strength that you might need to use it at peak performance. You could keep up with a trained super-soldier, so long as something mechanical is making up for your own physical inequalities. Even if it's malfunctioning or on low power, you can get it to work effectively for at least one fight. You might not be the one fighting hand to hand, but you're one heck of a driver and pilot, even if you've only just found whatever it is that you're going to be using.

> **Capstone Boosted** – It would be a shame if all that work put into a suit of armour ended up limiting you, a problem far more likely to be faced by someone like yourself rather than an ordinary human. Now, it seems that mechanical and additional assistance amplifying any other abilities you might have, rather than potentially limiting them or not being relevant. Even if you're already superhumanly strong and durable, using a suit of automated armour will only make you stronger and tougher, rather than limiting you to however strong the armour is or forcing you to hold back to avoid damaging it.

Genius

100 – **Lucky For You, I'm A Genius!** – Not only at coming up with designs for things you or others need for any particular purpose but getting your hands on tools and materials needed for such things. You're also rather good at acquiring equipment that you or others might find useful, even if your procurement might technically count as stealing. Slamming such things onto a table in a dramatic fashion optional.

100 – **No Hope** – How do you keep going when everything you care about is gone? It might be rage, a desire to avenge them, or sheer spite. If you are given a suitable cause, you can not only keep your focus on your goals no matter what other distractions might arise but keep yourself going through this determination up till the point your body would completely give out. This probably won't be healthy for you, and potentially anyone else should you have a reason to blame them, but it does mean that anything that might have stopped you before like fear, conscience or remorse won't get in the way.

200 – **I Told You It Was Indestructible** – You wouldn't be much of a genius if what you designed didn't live up to your boasts… or at least you would be a lot less smug about it, and you can't be having that! Things you design and build work as intended, you are able to accurately assess their capabilities and limitations, and you will know if you built something well enough to do a job. You'll know if you intend to build something to be practically indestructible and succeed in doing so. Just bear in mind that even if you design some gadget to flawlessly perform a certain role, you'll still have to rely on whoever is using it not mucking up on their end of things.

200 – **Lab Safety** – It would be a shame to have your brilliant mind blown to bits because of a tiny mishap in your workplace… or even a colossal mishap, but when you're dealing with things like powered armour and super-soldier serums the risks involved tend to be bigger. It's nor much of a problem for you with this Perk, as it's now far less likely that accidents will occur when you or your subordinates are working on things, and even those that do occur will leave you and your work salvageable. Even if there's deliberate sabotage and the place is set on fire you'll be fine.

400 – **We Might Need Someone To Push A Button** – You might not be a… you know… but while others are handling the combat, you can focus on the tech. So long as you're not actively fighting an enemy, you and what you're working with won't be actively targeted and you will have a certain degree of plot armour when it comes to collateral damage. Now you can concentrate on trying to push the right buttons, rather than dodging bullets or desperately hoping someone doesn't shoot the controls.

400 – **I Wanted You To Hurt** – A brilliant mind can do terrible things with the right, or wrong, sort of motivation. If someone took everything from you, you could determine the most devastating form of revenge you are possible capable of, factoring in all your abilities, experiences and resources. You'll know precisely what to target if you want them to witness everything they've ever worked for, fought for, and hoped for… die.

600 – **Oh I Know Exactly What To Do With This** – You really do… even if you've gotten your hands on some cosmic artefact or a device that makes your best weapons look like a pointy stick. You can figure out how to use and even reverse-engineer things like the Tesseract. While you could immediately use it as an endless battery for a powerful war machine, given more time to study such artefacts you could unlock other applications and find new ways to exploit and use such marvellous things. If you can get your hands on something powerful enough, the possibilities are infinite. Just be aware that some things aren't safe to literally put in your hands, this won't protect you from mishaps resulting from carelessness.

> **Capstone Boosted** – It would be a shame to lose all your hard work because someone snatched away whatever miracle it was powered by or whatever you were relying on was destroyed. That's not so much of a problem for someone as brilliant as you, as you are able to create artificial substitutes to such things given enough time, study and resources, so even if you lose access to the original miracle you can come up with a new one. You might even be able to mass-produce such things.

600 – **Seeing Yellow** – Sometimes, being a brilliant scientist isn't enough when you're up against superhumans, aliens and gods… but you'll prove yourself supreme over all of them. You can come up with plans to deal with even the most extraordinary people and have a significant amount of skill and luck carrying it out. You could even find ways to kill beings that are considered immortal. As being an obvious perpetrator might not be a smart move for someone as intelligent as you, you are particularly good at making it look like others are responsible for your actions, capable of framing practically anyone given a little time and preparation. When it comes to your schemes, you would need something you never could have anticipated to trick you out of your victory.

> **Capstone Boosted** – Did unexpected mischief ruin your plans? You wouldn't be much of a genius if you couldn't adapt to the problems that you face or learn from your adversaries. Not only do you have a knack for setting up contingencies and backup plans, but whatever means are used to defeat you, it simple for you to create a countermeasure for, at least for the next encounter. While a trick might work on you once, you'll have come up with a way to see through or negate it the next time.

Conqueror

100 – **Red Skullduggery** – It would be a little embarrassing to be in charge of an army, only to have no idea how to command it. You now know how to lead an army, with a firm grasp of the logistics required as well as suitable knowledge of strategy and tactics. While this doesn't make you a genius at it by itself, you have a good foundation for competence that will be updated to remain relevant whether you are leading armies wielding guns or spears. You also have a firm understanding of how to use such forces in more covert, underhanded ways as well as open warfare.

100 – **Glorious Presentation** – Whether you're explaining your identity, origins and intentions to a soon-to-be-conquered population, or giving a speech to your loyal subjects, being able to present yourself in a suitable manner can be quite important. You know how best to project your voice to a crowd, where the best place to stand is so that you can be seen and heard clearly, and a knack for judging your audience's possible reactions and quickly coming up with a speech to suit the situation. You also know how to use any abilities or resources you have to make such presentations more impressive or get across your point more clearly, be it illusions or subordinates. Whatever you might have to say, it's bound to be memorable.

200 – **You Are Too Late** – It might leave you a little red-faced if your plans were thwarted before you could even start, whether it's due to the efforts of your enemies or just sheer bad luck that they stumble upon you. While this doesn't prevent them from showing up at all, now they will only show up *after* you've started, at best. Even if they storm into your laboratory, it will be *after* you've started up whatever device that's integral to your plans instead of before. They might still be able to stop it, but at least they won't have broken in before you'd managed to even plug it in.

200 – **Champion Of Jumper** – Despite being called the 'Champion Of Hydra', the being unleashed by the Red Skull didn't exactly appreciate their efforts. You won't be facing the same problem if you resort to such means. Imprisoned monsters, banished beings or other sealed entities you unleash or call upon will not turn upon you or your forces, which should make efforts to find and free them far more worthwhile. If intelligent, they will be inclined to aid you in fulfilling your goals, while if not intelligent you will find it relatively easy to turn them upon your enemies.

400 – **Hello, Trickster Jumper, Hi** – Deception is an important part of warfare, so perhaps it's not surprising that you have a natural talent for it. Specifically, you have considerable ability and skill with creating illusions, allowing you to create and coordinate moving insubstantial duplicates of yourself or disguising yourself as others, even sounding indistinguishable from others if needed. While some might see through this from their own abilities or experience, this is guaranteed to always trick or catch people off-guard in the first encounter. As you wouldn't be much of a trickster if you were easily tricked in turn, you have considerable talent in seeing through the tricks that others use if it's similar to what you've used before. For example, if you had experience as a shapeshifter, you could anticipate how someone that alters their size during a fight would act, making a trick they could use to gain the upper hand on others far less useful against you.

400 – **United Under My Command** – Whether you might have some benevolent intentions with the wars you wage, or just want to avoid the inconveniences it might cause if your subjects fight each other, this could be useful. Whenever you conquer somewhere, be it a country, world or even greater, its population will somehow become united regardless of whatever differences they might have had before. This won't guarantee they will all do whatever you say without question with this Perk alone, but at least you won't have to worry about losing potential recruits or resources from your own territories because your subjects are fighting each other.

600 – **It's The Unspoken Truth Of Humanity That You Crave Subjugation** – Not just humanity either, not when you're the one doing the subjugating. When you are conquering somewhere, most of the population simply won't resist you. Though armed forces, superheroes and exceptional figures might oppose you, the general populace won't fight back as a whole even if they would have usually done so. You won't have to worry about sabotage from the masses or waste time cowing and monitoring the civilian population of wherever you conquer to get them to keep supporting the infrastructure of your new territories, and though voluntary soldiers might still be a problem you'll find that less willing conscripts will quickly surrender or flee if given the opportunity.

> **Capstone Boosted** – It's almost as if people were made to be ruled by you. They're certainly much easier to defeat than you might expect, as despite whatever conventional wisdom, experience and resources an enemy army might have, they tend to limit themselves to tactics that wouldn't be out of place in a film; Visually impressive, but often impractical and not utilising their resources or positions anywhere near as effectively as they should do, and if they would already be this inept at warfare you might find them making even more basic and obvious mistakes at strategic and tactical levels. It might not take more than a day to completely conquer somewhere if you had a suitable army, just bear in mind that this effect doesn't apply to much smaller and specialised forces such as teams of extraordinary people.

600 – **I Have Come To Make You Fulfil Your Destiny** – Taking over a world is one thing, but you might want to get more use out of it than simply keeping it as a trophy. Now you know exactly how to best benefit from what you have conquered, be it resources taken from captured territory, to recruiting its population as soldiers. Such utilisation is much simpler, easier and faster to establish and maintain than it might otherwise be, with whatever bounties you might gain from your new territories flooding in practically upon conquering them. You'll know precisely what values any potential territory might have as well from the moment you consider taking it, so you can focus your efforts on obtaining whatever would benefit you the most rather than wasting time and effort capturing a worthless target.

> **Capstone Boosted** – What glorious purpose might you have for your subjects? Aiding your own endeavours to the very best of their ability. You can get significantly more out of wherever you conquer, be it more resources, better recruits, or even acting as staging points for new invasions and defensive positions to guard your acquisitions. Even a location others would see as worthless could be revealed to hold large amounts of materials vital to your efforts, populations containing figures with

extraordinary abilities you could recruit, or the location turning out to have priceless strategic value.

Hero

100 – **I Am Just An Ordinary Jumper** – Fame might be appreciated by some and useful at times, but there are occasions where being easily recognised can cause problems. That's not an issue for you anymore, as you won't be recognised unless you want to be so long as you have some semblance of a disguise or something to conceal your identity. You could even wear a mask that you'd expect to be recognised in, and your greatest fans wouldn't realise who you were until you removed it or introduced yourself.

100 – **But There Is One Name You May Know Me By** – Whether or not it's an official title, it should probably be one you're comfortable with. You have a particular title, even a nickname, by which anyone would know and recognise you, as well as immediately acknowledging your achievements. Whether this would lead to terror or hero worship depends on you and your actions, but *everyone* will recognise you for it when you use it. Others trying to use the same title will only be mocked for pretending to be you.

200 – **Go Ahead, Use The Gun** – They might as well, it's not going to help them much. Not only is it much easier for you to defeat others who are using ranged weapons against you thanks to a combination of quick reflexes and agility, but should you have a moment to identify what weapon an enemy is using you can accurately predict how they would use it. Useful for determining whether you're facing an amateur, or when to dodge and strike before they pull the trigger.

200 – **Do It Again, But This Time Faster, Harder** – You are exceptional at teaching others, particularly when it comes to combat. You could even teach someone how to be a noticeably better combatant during a fight with you, if you wanted more of a challenge or saw some potential in them as a new employee. This enhanced training also works in non-lethal sparring, should you want to keep teaching your allies.

400 – **Well… I Have Hired Worse** – For you, defeat really can mean friendship. It might not even require defeating them, as you are able to recruit even those who would normally be opposed to you, should they like you enough. You'll have a sense of their potential and loyalty, so you'll know if you want to avoid hiring someone who wouldn't be very good at the job or would want to betray you.

400 – **A Ravager Never Flies Solo** – You can use a different phrase if you like, but whatever you choose will be the signal for any backup to arrive, allies to act, and people helping you to play their part. Not only will they manage to do it on time no matter the place or situation, but by using the phrase you can distract and delay whoever you need help against, leaving them too surprised to immediately respond to your backup. You do need to have backup or allies that would be willing to help for this to work though. Don't fly solo.

600 – **No Treasure Is Worth As Much As The Good That Can Be Done With It** – While you could decide to be selfish and sell things to the highest bidder, whenever you decide to aid others it seems to have a disproportionately beneficial effect. Maybe you steal from the rich and give to the poor, just like that Earthling folk hero of yours, Robin Leech? Not only will what you give the poor help them far more than would normally be expected from such

generosity, but those you might have stolen from won't be going after the people you helped. You even have a certain degree of good luck depending on how much good your plans would accomplish, so a near impossible plan to get something that would feed billions of people on millions of worlds and eradicate hunger across the galaxy has a good chance of working out.

> **Capstone Boosted** – Once you've saved the day, you might have some concerns over the things you leave behind. Did you really solve the problem permanently, or will things get worse again once you're gone? It seems karma has rewarded you for your good deeds, as once you have done your heroic deeds you can be assured that things won't get worse than how you left them in your absence and your actions won't have unintended negative consequences. If you've taken control from a cruel leader and handed it to a kinder figure, you can trust them to know what to do with it rather than worry someone else equally cruel or worse will step in to fill the vacuum.

600 – **Sometimes The Best Weapon In Your Arsenal Is Just A Good Argument** – Even more potent than a Yaka Arrow, you have the uncanny ability to talk practically anyone into changing their ways given at least a short conversation. Even the Mad Titan himself could be persuaded to change his plans… though in his case he'll still argue his idea was a good one long after you've talked him out of it, even if he's not trying to carry it out anymore. You can quickly figure out exactly the sort of arguments to use and way to get across the points you want, so even if you're not trying to persuade someone to change you can get across your own ideas in a way they can understand, even if they'd usually refuse to listen to you or dismiss anything anyone else would say out of hand.

> **Capstone Boosted** – Alright, fine, sometimes talking your way through problems either isn't an option or will just take too long. As such, you can quickly identify what other weapons in your arsenal is best for the most direct and immediate solution to a problem you have, such as just shooting a lock. Jumping the gun in such situations might usually cause problems, but in your case they seem to be reduced or at least delayed if there would be really major consequences. There might be a notable delay between shooting a lock and any alarm system going off, for instance.

Criminal

100 – **But Why Stop At One World…** – You truly have the heart of an explorer. Not only do you have an endless degree of wonder that will allow you to always appreciate both new and old sights and activities, but you have a rather good sense of direction and skill at navigation. Useful if you want to find somewhere new or return to where you've been before.

100 – **We Do Not Back Down From A Fight** – You're certainly a brave person. Not only is it incredibly difficult to intimidate or scare you, and flat-out impossible to impose such feelings on you artificially, but you can accurately estimate whether something is really a threat to you or others, so you can properly prepare for the fights you don't want to back down from.

200 – **…When We Can Show You All Of Them?** – Ah, you've been exploring for a while, haven't you? You have rather extensive knowledge of a variety of things that could have been picked up by thoroughly exploring the setting, from things like other cultures to knowledge of how local criminal underworlds work. This will update to remain relevant in each new Jump.

200 – **Sticky Fingers** – You're quite an impressive pickpocket, Jumper. You can easily steal things from others without them noticing, accomplishing it practically on contact even if it would take time to remove it. If there's a suitable distraction, you could even remove things they're wearing with them none-the wiser. Just bear in mind that while they won't notice the theft while you're doing it, they might notice after the fact.

400 – **I Hacked It Off The Carcass Of A Terribly Chatty Kronan** – Some would be satisfied with just taking possessions. While this is hardly a subtle action you know exactly how to remove, preserve and even weaponize the body parts of others. You could preserve someone's head as a trophy, or somehow turn a suitably large limb into a gauntlet that would somehow let you strike with the force of the original wielder.

400 – **No Matter Where You Go Or How Far You Hide…** – You wouldn't be much of a collector if you couldn't find things, would you? Nor would you be an effective crime lord if you couldn't track down those who are causing you problems. You're an expert at both, possessing both incredible skill and considerable luck when it comes to tracking down people or objects, finding them no matter how far you need to go or how well hidden they might be. You might need to get past measures used to shield your targets from you, but they'll never be able to escape you forever. The effect of this Perk extends to any forces you might be assigning or using to search for such targets, so you can delegate rather than having to lead the hunt yourself every time.

600 – **That Woman Had Taste!** – It seems that in your hands, some trophies are of more use than display pieces and bragging rights. By obtaining and using something closely linked with someone, you can use a fraction of their power. For example, obtaining the iconic helmet of the Asgardian Goddess of Death would allow you to create and wield her Necroswords… even if the helmet isn't usually the source of such things. Just bear in mind

your grasp on this claimed power is somewhat limited compared to the original bearer, so the Necroswords you could create and wield in this example would be nowhere near the same size or strength as she was capable of. Still, if you can acquire enough useful trophies, you could more than make up for the reduced potency with sheer quantity of abilities you could get access to.

> **Capstone Boosted** – Then again, you could just put in more time and effort once you've gotten your hands on the prize. Now, you can practice being able to use such things to the same extent as the original, though this might take considerable time and effort for more potent abilities. In addition, hardly being much of a collector if you can't even use what you've collected, you are now able to wield artefacts and use technology even if it would normally require specific conditions or users. If you've been able to claim something from it's original wielder, haven't you already proven yourself worthy?

600 – **…There Is Not A Corner In This Galaxy Beyond My Grasp** – You're not just some petty criminal, you're a Kingpin and have all the skill and qualities to back up such a claim. Not only does any enterprise you own practically run itself with how trivial you find such management regardless of the scale and complexity of the organisations involved, but you have a talent for applying the resources you have to get more of what you want. You could easily build up and enhance a criminal empire and extend your influence throughout the criminal underworld, all while keeping your efforts hidden from the prying eyes of competitors or law enforcement. If you decide to act more overtly, you know exactly how to intimidate those who might try to stop you and counter efforts to shut you down.

> **Capstone Boosted** – Nature is said to abhor a vacuum. Whether or not this is true, you certainly seem to be natural at taking advantage of such things, rapidly expanding personal or organisational power should a rival or opposing force vanish or diminish. Rival crime lord turns over a new leaf? You'll have taken half their former resources by the time anyone realises what happened and well on your way to seizing the rest.

Spy

100 – **Spycraft** – It might be the basics, but you have a good grasp of all the fundamentals that a spy would need to succeed in their profession, from knowing how to escape being tailed and from restraints, to using disguises, creating and breaking codes, and finding or placing surveillance equipment.

100 – **One Eye Open** – You'll need this at practically all times when you're dealing with subterfuge and spies, which could make losing one of them a problem for most. Not for the likes of you or Nick Fury though, as you'll always have at least a subconscious awareness of your surroundings even when you're asleep, keeping you alert and able to quickly react to any real dangers. Having limited peripheral vision or depth perception due to something like missing an eye will never make you any less aware, and your remaining vision will even adapt to compensate for it so you'll never suffer from a loss of accuracy.

200 – **Widow Maker** – It wouldn't be impossible for you to be another product of the infamous Red Room, considering you share the Widow's highly acrobatic combat capability and the various advanced skills involved in manipulating others, creating believable false identities and infiltrating even the most secure and paranoid organisations. While other spies might focus on remaining hidden, you can do your best work in plain sight, and when you need to vanish you are an expert at hiding your tracks.

200 – **Deal With The Devil** – Sometimes, the enemy of your enemy might happen to be another enemy, but one that might be willing to work with you on something. So long as you have some sort of mutual goal, you are able to approach those that don't particularly like you or even your worst enemies, so long as you are honestly going to them for help and not planning on immediately backstabbing them. You can get such unusual allies to work with you to fulfil mutually beneficial goals without any risk of getting backstabbed by them either, even if such an act was natural to them. Once you've fulfilled your mutual goal, even they would normally turn on you immediately, there will at least be a brief truce period to allow those involved to separate and forces to return to their own territories if needed, so long as you don't take advantage of the situation to turn on them immediately either.

400 – **Only Because People Don't Expect It** – Considering that having the element of surprise is when you're in your element, it's to be expected that you're exceptionally good at surprising others. You give off no warning when you are about to attack or do something, you are difficult to predict in general, and if you don't seem to be hostile others will quickly and easily let their guard down even if they know that they shouldn't. If you were put into a vehicle with soldiers who think you've recently killed someone and know for a fact how deadly you are, they'd still end up letting their guard down after a bit of small talk.

400 – **Hope For The Best, Prepare For The Worst** – As naïve as it might seem to some, having some sense of optimism even in the bleakest of times can be good for morale and the wellbeing of others, not to mention some personal drive to improve things. You have this, being good at bolstering the spirits of others even if you've all recently suffered terrible actions. On a more practical level, you're also a natural at coming up with contingencies and

countermeasures for a variety of known and theoretical problems and an expert at putting such measures in place, just in case the worst actually comes to pass.

600 – **There Was An Idea…** – Oh, have you heard the speech? Well, you can do the same thing, bringing together extraordinary people for a common purpose, to do things together that they couldn't accomplish alone. You're an expert at identifying such marvels and their capabilities, even if they have been trying to hide their talents or such positive traits would normally be hidden by problematic personalities. As they need to be a cohesive team, rather than just a lot of powerful people with their own issues in the same room not getting along particularly well, you are also able to find ways to unite such groups towards specific goals and getting them to work together more effectively and more easily over time. Given a few years, even the most argumentative, stubborn, unstable, powerful or mysterious figures could have practically become a family.

> **Capstone Boosted** – The Avengers were always meant to be more than a team. They were an idea, an affirmation of humanity's need to believe that in their darkest hour, they would find their heroes. Hope never dies, and even if heroes do, you'll be able to find new ones to take up the struggle. You might stumble across figures long thought lost forever, find yourself reinforced by heroes from other planets, or even have alternate versions of your fallen allies to show up to continue the fight. Even if the Avengers fall before they have a chance to rise and are resting in peace, so long as you don't join them then others will step up in their place.

600 – **Fury's Maxim** – While following rules, regulations and the orders of others might usually be a good idea in principle, sometimes stupid decisions are made. Most people wouldn't just be able to ignore these, at least not without consequences, but you are not most people. When it comes to rules, regulations and orders that are genuinely stupid, self-sabotaging or simply don't make any sense, you can elect to ignore them without any negative consequences for you, your allies and your subordinates from authorities, the public and figures that might object to your decision, so long as the end result of your decision is positive compared to what could reasonably be expected from obeying the instruction. If you disobeyed a direct order because it seemed like a bad idea, and your own idea ended up having a worse effect than what could be expected from obeying the order, you *will* be facing the consequences be they demotion or worse. If not, at the very least your disobedience will be overlooked, and you might even be rewarded or promoted in some way if the benefit was great enough. Just don't make even more stupid decisions than the one's you're ignoring, and you'll be fine.

> **Capstone Boosted** – This seems to be going somewhat meta, but when you're dealing with a setting already based heavily on a distant entity observing the stories of others without interfering in them, it might not be unreasonable to draw a few parallels with Jumpchain itself. Sometimes design decisions in Documents like these might seem stupid as well, such as being forced to take Drawbacks whether you want to or not. You might even be limited from what you're allowed to purchase in the Document despite having enough CP to do so, such as taking one out of two different Perks even if you should have some way of working around perceived incompatibility. You might even find that, by the rules of the Document in question, an unprepared individual would be highly likely to die as soon as the Jump starts due to appearing in an environment they are unable to survive in. Whether such things

are deliberately malicious or just an honest mistake on the part of those that made the Document… you might appreciate being able to just ignore these problems, if only a little. Once per Jump, regarding the Document itself, you can decide to ignore one key, unarguable flaw within it, be it something as severe as being stuck with a potential Chain-Ending liability just for using the Jump, as annoying as being stuck with a Drawback with unpleasant and unwanted effects for no points, or as unlucky as having a randomly chosen starting location be immediately lethal. Just bear in mind it won't do anything for Drawbacks that you *willingly* take. That was *your* decision, stupid or otherwise.

Sorcerer

100 – **Student Supreme** – How do you get from waving your hands in the air to harnessing energy drawn from other dimensions of the Multiverse? The same way one might become a doctor: study and practice, years of it. It would take you fewer years than most, as you're a very fast learner. While the photographic memory you now have certainly helps, so does your aptitude for learning and using counter-intuitive techniques such as needing to surrender control to control magic. You also learn much faster under stressful conditions, such as mastering a Sling Ring you could barely get to create sparks fast enough to avoid freezing to death on a mountain. What might take others a lifetime to master, you could probably learn in a few years.

100 – **Peculiar Name** – Your name… is it Strange? Well, that's no more unusual than any other you might find here. Whatever name you introduce yourself by, others will accept it as an entirely suitable name or title, not to mention being able to remember and pronounce it correctly even if it would usually be difficult for those unfamiliar with it.

200 – **Bingo** – You might not have the time to search through an immense library, or the patience to do so even if you have some way of affecting time itself. Now, so long as what you are looking for is within a collection you are present at, you can find precisely what you are looking for within a few seconds, no matter the size of the collection.

200 – **Let's Be Honest, We've Been Through Weirder** – You're used to unusual things happening, preventing you from freaking out or panicking when things get a bit strange. Time falling apart due to the actions of your evil twin? You'll get to work fixing the problem rather than having an existential crisis. This unflappable nature can help to keep others calm during such disastrous circumstances too, so your allies can focus on helping you to come up with a solution rather than panicking.

400 – **You'd Have To Find Me First** – Sometimes you might not be able to win in a direct confrontation, but running away to fight another day only really works if whoever you were fighting can't immediately find you. It seems you've studied enough to find a solution, being able to hide yourself from tracking or detection so long as whoever is looking for you is not nearby, so this is best suited to escaping from others rather than trying to infiltrate somewhere or sneak past someone. Despite this limitation, you could completely conceal your location even from an ancient master of the mystic arts who is trying to look for you throughout time and space.

400 – **I'm Looking For The Lost Library** – And… you found it almost immediately? It's strange, but lost and hidden locations are easy enough for you to find that you could practically stumble upon them with your first real attempt to reach them. It might have something to do with an infinite Multiverse, but you can somehow manage to find things that have supposedly been destroyed, and even routes to places or things that have somehow been completely removed or isolated from the rest of reality can be found given some time and effort on your part.

600 – **Let's Start Small** – You know a ritual that allows you to absorb the power and body of other beings, even ones from other dimensions, for their power and physical traits. This involves unleashing energy from your eyes and mouth which drags the being into you. Though your version of this technique avoids issues such as pain, loss of control, being affected mentally by such beings, mutations and other problems, it does need the target to be weaker than you are. Though you can likely see the immediate limitations on such a technique, perhaps you can see the potential that this could let you achieve with enough time and patience. You may optionally allow elements of what you absorbed to physically manifest on your body or in your shadow. Just bear in mind that with enough beings bound in such a way, the resulting sight of such a thing could be quite horrifying to others. It would be such a shame to scare the people you try to save with this power…

> **Capstone Boosted** – Ah, have you come to bargain again? Eldritch entities seem somewhat more inclined to consider any bargains you might make with them, and even if they still refuse they'll just deny your request rather than trying to harm or do other things merely because you dared to summon or communicate with them. You don't seem to mind sharing a tentacle or two of your own either, as you can giving others a portion of your powers, physical features and Perks for their own use by splitting off part of your body and letting them absorb it. You can determine exactly how this works, and if the arrangement is permanent, temporary, or has conditions they need to agree to in order to use your gifts.

600 – **Red Rings** – Magical spells are comparable to computer programs, getting the universe to do what you want, so would it so strange to be able to overclock part of it, or cause something to be more than it's normally capable of doing simply by adding more power to it? Not usually, but if you're willing to risk potential damage you are certainly capable of doing so. While you *probably* aren't in the position where you could and would risk somehow overloading a fundamental aspect of a universe, you can force things to work well outside of the intended boundaries of their capability or in ways that are against their usual function. While this might be a rather useful trick to pull off, it does come at the expense of breaking whatever you used it on after a short time, with varying results depending on what exactly you were trying to overcharge. You won't try this on anything *too* important, will you Jumper? At least you can't break your own Perks or abilities with this.

> **Capstone Boosted** – Well, if you're willing to risk that much… now it is entirely possible to pull off this trick on your own Perks and abilities. As you might not want to be broken in some way *forever,* while this will overload such things just as it does anything else, they will simply be rendered inactive for a time depending on how much they were boosted. Turn a shower of sparks into something that could be mistaken for a particularly angry dragon? You probably won't be using that trick till the next Jump.

Survivor

100 – **That Sort Of Seems Like Overkill** – Dropping out of the sky into a zombie apocalypse is bad enough if you know what you're getting into, but if you didn't know about the danger you could be blindsided by it. You have a bit of protection for when you stumble into such dangers now. If you are not aware of an immediate threat, it will ignore you until you have some idea of what's going on. This protection won't last long, but it would certainly be enough to realise that what you thought were your rescuers are ravenous zombies and give you at least a moment to start running.

100 – **I Thought You Were An Uber Driver?** – Driving in cities can be difficult at the best of times, but when the streets are filled with abandoned cars, collapsed buildings and other obstacles it can be downright impossible. That's not going to stop you though, you're a *professional.* Not only are you a capable driver and pilot, with all the skills and qualifications to act as a chauffeur, you can somehow find viable routes and fuel for whatever vehicles you are using even in the chaos of a zombie apocalypse.

200 – **That Was Your Friend. Sorry About That** – One of the last things you want in the middle of a zombie apocalypse is someone getting annoyed with you because you just killed the zombified version of their friend that was about to eat one or both of you. Grudges aren't healthy to carry about at the best of times and holding onto them in matters of life and undeath can be dangerous to everybody. Now, if you have to kill something or someone that somebody cares about for a very good reason, such as saving them from a zombie, they won't be mad at you about it and will quickly process what happened so they can get on with surviving.

200 – **I Should Feel Sad. But I Don't** – Having a breakdown because you just saw a friend of yours be killed might not do you or others any favours in the middle of a zombie apocalypse. It could be similarly fatal if you hesitate to do anything about a zombie that used to be someone you care about or have an ill-timed outburst because someone else did. With this active, you'll be able to focus on protecting yourself and others, not feeling the distress you might normally have if you saw your zombified friend cut in half, and instead compartmentalizing the traumas involved to deal with them in safer situations. Survive now, and you can mourn them properly later.

400 – **Guys? I'm Covered In Sharon** – It might not be a cure for claustrophobia, but this would certainly help you to escape from being crushed. Not only are you noticeably more durable when it comes to crushing forces, but in the unlikely event that you abruptly become too large to be contained by something you are inside, you will briefly become far more durable than whatever you are inside, allowing you to explode out of them rather than being horribly crushed. You and your equipment will be unharmed, though whatever you erupted out of probably won't be. This won't help clear up any resulting mess from such a feat though or protect anyone else from the potential splatter from doing this with more organic containers.

400 – **Temperature's… Not Going In The Right Direction** – You might not always have the right sort of Doctor on hand, and even if you do they might not have any experience with

something like a zombie virus, which could be a problem if you're trying to figure out if someone is infected. You can intuit such things, being able to accurately tell if someone is infected and what by just by looking at them, or at least getting a very thorough description of their symptoms. You'll also be able to tell if they are going be transformed into something else by whatever condition they have and have a sense of how long until full infection or such a transformation takes place. Even if it wouldn't normally be possible to determine such things, such as being an entirely new condition or something with no visible symptoms, you will always be able to tell.

600 – **Nice Save** – This could save your life, and probably help protect more than a few others. You are immune to the quantum virus causing the zombie plague, as well as other instant or near-instant you-are-dead-or-worse effects. Exactly why this is the case could vary, and could be incredible luck, having skin too tough for a zombie to bite through, or not being biologically compatible with whatever is plaguing everybody else.

> **Capstone Boosted** – When things are pretty bad, it would be kind of nice for you to be the hero. Now you can be. If the situation desperately calls for it, you can access power that would usually be locked away, such as transforming when your other half has been resisting or getting an additional use out of something that should have run out. It might be just enough.

600 – **Doesn't Anybody Here Watch Horror Movies?** – You know when something is going to go wrong, and it's not because of some vague tingling sensation. You are genre-savvy in a practical, applicable manner. Not only does this make you rather good at movie trivia and figuring out what is going to happen in a film or story, you can actually apply this knowledge to situations you might find yourself in. Figuring out what genre you're in, and what roles you and others might have, could give you an accurate sense of what is going to happen. At the very least, you could figure out what *not* to do in a dangerous situation such as not splitting up or jinxing things, and noticeably improve the chances of you or others by following this instinct. Should you be worried about this intuitive predictive ability making it more difficult to enjoy things like films because you can see twists coming from a mile away, you can tone down or turn off your spoiler-sense.

> **Capstone Boosted** – Hope. Anyone who's seen a zombie movie knows that's the key to survival. You seem to be able to use this, being able to somewhat affect the genre you are in with how you act. You'd find that attempts to lighten the mood with humour can actually improve your chances by making things less dark and serious. If you can stay upbeat even after everything goes wrong, smiling when others can't, it's more likely to get better.

Monster

100 – **Jumper Contracted A Quantum Virus** – Usually this would be a terrible thing, and for other people it still might be. But in your case it doesn't seem to be much of a problem. Despite being infected by the same virus that turned most of the heroes of one world into zombies, your mind and sense of self is intact and untouched, having mutated into a slightly different strain. You don't even crave the flesh of others. In addition to what you already had, you have all the capabilities you might expect a zombie to have, such as being unaffected by pain and not needing to breathe. Due to the Quantum Virus interacting with your own interdimensional nature, it seems that you can choose whether it will spread via your own bite and fluids or becomes inert upon leaving you, as well as toggle this condition and the undead appearance on and off. Should you have any Alt-Forms, you can gain additional obviously zombified versions of them. Should you actually want to go around infecting others, this strain will currently cause those who are zombified to lose most of their skills and abilities.

100 – **Marvellous Zombie** – Just because you're effectively an animated corpse doesn't mean you're any less capable than you used to be. You might even be better in some ways. Even if you are forcefully changed into another form, you will retain your abilities and intellect and still be able to act as you usually would. If this is taken with **Jumper Contracted A Quantum Virus***,* anyone infected by your strain of the Quantum Virus will retain their own skills and abilities rather than degenerating into a shambling wreck, though they will still have the other characteristics of zombies.

200 – **Not The Only Brainless Things** – In a lot of stories with zombies, the survivors tend to cause or contribute to many of their own problems and generally make it easier for the zombies to succeed. This seems to be the case when you are involved, as those you are hunting or directly opposed to are now more likely to make bad decisions. Groups might decide to split up, rendering individual members more vulnerable, and even those who could easily fly away from danger might stay within grabbing range.

200 – **You Guys Are So Screwed** – One of the best tools available to a zombie, which aren't usually considered fast moving creatures, is the element of surprise. Being an obvious danger even to those who have fallen into the situation with no idea a zombie apocalypse is taking place is just going to cost you potential food at best. Now, you can make yourself seem somewhat harmless to your prey, at least at first. If you are not deliberately making your intentions obvious, you and your actions do not seem to be a threat, and even attacking someone in front of them might be at least briefly mistaken as aiding them. They might suspect something is up if you start eating people in front of them though.

400 – **It Was The Avenger's Heroism That Sealed Humanity's Fate** – Usually the world can rely on its heroes to save the day. This is a terrible decision when they happen to be trying to save the day from you. Now, attempts by the heroes and major figures of a Jump to stop you can actually backfire horribly on them, due to poor decision making or just bad luck on their part. If you were spreading a zombie plague and the heroes came to intervene, it would be highly likely that at least some of them would become infected and end up

spreading it much faster. Perhaps their attempts to end a threat could end up bringing something you need for your plans straight to you.

400 – **Un-Armoured Or Iron Piercing** – Even if they have many impressive qualities without their special suits, when it comes to fending off an attack it turns out that armour is still pretty useful. It's such a shame for them that it never quite manages to stop you completely. Whether it's armour like the ones Iron Man has, or just absurdly durable flesh like Thanos, you will always be able to harm them through these defences just a little, even when it would usually be impossible. While it might only be a scratch or seem like a lot of effort for a drop of blood, they might not be smug for long if you have something nasty you can get into them through this scratch or put into the exposed blood.

600 – **One Of The Benefits Of Being A Jumper** – You're not on the menu. When it comes to zombies and similar creatures that attempt to devour or infect others, either from mindless desire to feed and kill or a more corruptive intelligence driving them to eat or assimilate others, they won't even bother trying to harm you. If something is mindlessly destructive, it will pay you no mind. Even if you're clearly organic, a zombie won't try biting you unless you attack them first, and even in these cases getting out of sight will cause them to forget about you and your actions.

> **Capstone Boosted** – Another benefit of being a Jumper is that you can probably do things that either very few or nobody else can do. Specifically, you are capable of coming up with ways to reverse seemingly incurable conditions such as the Quantum Virus that transforms people into zombies. Simpler conditions might have obvious solutions, while more complicated issues will take longer and require more resources to come up with a viable cure. No matter how severe or incurable it might usually be, or even if the infection is actively trying to counter your solution, you will be able to come up with a viable and permanent cure eventually.

600 – **Their Powers Are Too Strong** – Sometimes, you might not *want* to be cured. It might be because your condition provides you with benefits you don't want to lose, because the cure will have other effects that you don't want, or you might actually *be* the condition that would be removed through the treatment being applied. Now, you can resist the effects of any unwanted treatments or injections, and you have gained a degree of resistance to weaknesses that you might normally have. It might still be possible to overcome your resistance, but it would take vast amount of power and considerable effort to do so. This extends to any forms of infection you might possess, preventing your influence from being removed as easily as it might have been.

> **Capstone Boosted** – It seems you've become strong enough to overcome your weaknesses entirely. Any weaknesses you once had are now absent, nor will you develop any weaknesses in the future that you might usually have developed due to your nature or any changes to it. As a Quantum Zombie, you could take a full blast from the Mind Stone that would cure any other Quantum Zombie and completely ignore it. Whatever you might become in the future that might have inherent weaknesses… won't anymore.

Usurper

100 – **That… Was A Spectacular Entrance, Seriously** – Aren't you good at showing up in the nick of time? And if anyone tries to imply that you had advanced knowledge of the attack you thwarted, either you can shut down their argument or turn the accusation to your benefit, such as tying it into a deep-cover operation where you discovered some other information that revealing would ultimately be beneficial to your own goals.

100 – **I Brought Receipts** – Sometimes you need to expose others darker dealings to help you with your own. When you know, or at least strongly suspect that someone is up to something, you find it easy to track down wire transfers, bank documents, phone records and all sorts of other information that could be damning evidence for various misdeeds, which will become nearly impossible to sweep under the rug once you've exposed it. That you are equally good at hiding and altering such information to the point experts wouldn't find anything suspicious must be a complete coincidence. Share what evidence you have in the right place, and you could have authorities stepping up to arrest the criminal before they can even leave the room. It'll certainly make for good TV.

200 – **What? I Like Anime** – We won't judge, and nor will anyone else. Nor will physics in general, strangely enough. When you're designing something, such as a robot intended for warfare, you can make it look however you like without anybody judging you for it and without any apparent impracticalities in the design interfering with its function. Feel free to build something straight out of your favourite series without worries about it falling over or exploding.

200 – **You Can Burn It Down** – Some people become part of the system to change it. You might have a different approach, but it can still help to get into the system in the first place. You find yourself with plenty of opportunities to get on the good side of people who would be useful for your goals, and chances to become part of groups with resources you need, as well as a sense of what you need to do to dig yourself deeper into these systems and avoid your true ambitions being exposed. Once you're in, you can destroy it from the inside, having a considerable amount of skill and luck when it comes to sabotage, subversion and hijacking the system for your own needs. The deeper into the system you can set the fire, the more damage you can do.

400 – **The Police Are The Law** – But people want *justice.* At least, when it comes to cases where others are trying to get revenge on you for hurting or killing people they care about, and rather than contacting authorities or sharing their findings about your activities, they'll come after you personally and directly. Unfortunately for them, most people aren't avengers, so this will probably just give you perfect opportunities to get rid of loose ends. You can decide whether this applies to people in general or has specific exceptions, in the cases where you might prefer the authorities to step in rather than someone you'd rather not face personally.

400 – **Making The Cut** – This pattern of scars, or another form of body decoration if you prefer, is just another difference between you and others. By marking yourself in some way after killing someone directly and personally, you will become ever so slightly more

powerful and better at fighting. Slightly stronger, slightly more agile, slightly faster, slightly more stamina… it might not be much at first, but when you've done this dozens of times or more, you'll be noticing a difference. Creating these markings this will never result in any sort of infection or damage even if it would do normally, being a purely aesthetic change that you can have appear in any Alt Forms that you have as well, but only provides the boost if it's present on your body. This means you can wear things over these markings without being worried about covering up weakening you but switching to an Alt-Form that doesn't have the markings or altering your body to conceal them will dispel the boost they give until they are revealed again.

600 – **It's Like You Said, Jumpers Are Full Of Surprises** – To fulfil your ambitions, you might have to work with the most unstable, paranoid, vicious and untrustworthy of individuals. Not only can you instinctively figure out when others are planning on backstabbing you, but you seem to be completely off the radar of those that should practically be expecting you to betray them. They might have been constantly insulting you and your culture right up until the point it should have been obvious that they were not only no longer needed but had become more valuable to you dead than alive, but they'll never realise what you're planning even as you reached for your gun right in front of them.

> **Capstone Boosted** – Other than betrayal, your other unexpected talent is your ability to develop new approaches to war when new technology becomes available, improving upon existing weapons, and mass production of even the most advanced war machines. Where one man might make themselves a suit of armour, you could easily scale up the process to create an army. Not only can you come up with such innovations, but you can get those you are working with to accept them. It wouldn't be unreasonable to claim you had invented your century's warfare.

600 – **I Want A Little Bit More Than That** – Your ambition really is limitless, isn't it? Even making yourself something of a national hero for shutting down an invading robotic army isn't enough, not when you could secretly re-activate it in a state that won't be able to harm you and lead an army into a glorious victory, and from there into a global revolution. Whenever you manage to get yourself into a situation that can benefit you, you can make it benefit you much more. You're a master at enacting false flag operations, as well as motivating others in a way that benefits you such as by creating and enflaming grudges. After all, how else could you manipulate an isolationist country into actively going to war? A throne is only the start.

> **Capstone Boosted** – All the power and authority you could gain, and eventually the only thing you'd need to worry about is losing that power. While you might be focused on exterior threats and prepared to counter them, or even actively expecting outside forces to try interfering, you might not be aware of internal threats or those betraying you from within. You don't need to suffer from this problem, not as long as you retain your ambition and keep expanding your hold, be it conquering more territory or expanding your control within a smaller institution. Should you stop, becoming content with what you have or even giving up power, this protection will vanish till you claim more. The cure for suffering the loss of your power is power, and as long as you are still gaining more it will be much harder for you to lose it.

Partier

100 – **Your Dull Lives Are About To Come To An End** – You could perhaps phrase it in a less ominous way, but once you arrive even the dullest world can quickly become a party scene. Your mere presence can almost instantly create a party atmosphere, cheering people up around and causing others to show up to attend without even needing to invite them. You can toggle and adjust the intensity of this effect in the event you don't want everywhere you go to quickly turn into a party for some reason.

100 – **Alpha Star, Now That Was An Excellent Party** – Some people choose to party like there's no tomorrow. You know how to party hard enough to ensure there *won't* be, somehow being able to trigger apocalyptic events through parties. The exact nature of this could vary, though you can have a sense of what could happen if desired, with the longer and more intense the party is the greater the resulting devastation. In the event you *don't* want to need to find a new venue for the party every time, you also know how to prevent damage from events you are hosting or organised from occurring, so while the Statue Of Liberty might need to be cleaned it won't need to be replaced.

200 – **Let's Just See Where This Evolves** – You can't judge a book by their cover, or a talking duck for being a duck. People will judge you for your personality and how you are, not your appearance or physical nature, so even if you should be visually terrifying or unappealing people will still be entirely capable of liking you and interacting with you on a casual basis if you aren't being a terrible person. You can do the same with others as well, so you can comfortably associate with all manners of beings without feeling uncomfortable or afraid as long as they're not actively trying to make things unpleasant. Should your interactions develop from just being friendly with others into something else, you'll find that any sort of physical or biological incompatibility will somehow be bypassed.

200 – **Brother From Another Mother** – You are almost comically good at befriending others, even if they're from cultures you would normally be at war with. Just a brief interaction can make someone at least not *dislike* you if you're genuinely trying to be friendly, even if they would otherwise, and more than that will quickly become familiarity, understanding and genuine friendship. The only real limit is whether you'd really want to be friends with someone. It's not any sort of brainwashing or alteration, but instead being able to connect with other people. If you turned your attention away from parties, you could be a remarkably skilled diplomat and negotiator.

400 – **Oh, Here We Go** – Sometimes you might be somewhere having a great time with everyone until someone shows up and spoils things. If they do, they'll have to come after you directly, not even considering trying to force others to leave a party or do anything to the guests until you are no longer an obstacle. You can place yourself as a similar obstacle in other situations too, forcing an attacker to focus on you and those directly aiding you in battle rather than targeting those you may prefer to remain safe. As actually killing someone could ruin the mood of any party you are trying to protect, you can control how much harm you and your allies might cause in a fight, keeping it as lethal as it might be or toning it down to non-lethal or even causing impacts with no harm whatsoever. The latter options might seem a bit cartoonish in some circumstances, especially if you're hitting with

enough force to send people into orbit, but somehow those you'd hit would land safely back on the right planet in a safe place even if they shouldn't have been able to survive going out of the atmosphere let alone remain intact from that sort of force. They might find getting back home if they can't fly around at will though. In the event you'd prefer to avoid such fights causing a mess that could ruin your party anyway, you can completely control the amount of collateral damage caused by you, your allies and those you are fighting, though this won't stop an enemy's attacks from hurting you any less if they're actually trying to hurt you. At least you won't accidentally break Stonehenge or hit anyone in any buildings.

400 – **Party Pooper** – Some people can just kill the vibe of a good party, quite possibly trying to kill you in the process. But you have one unsurpassed weapon to wield against them: social pressure. When somebody is trying to interfere with something you are doing, such as trying to host a party and someone drops out of the sky to force you to stop, you can single them out to be mocked by everybody else for their actions. No matter how well intentioned the target and regardless of how any audience might normally react to the target or regard them, you are guaranteed to get entire crowds jeering them by calling your target this particular Midgardian word. Even if they shouldn't have any idea what it means, everyone involved will understand. Not only will the target refrain from taking out their frustrations on those joining in with such an act even if they could as long as the mockery remains verbal, but it is guaranteed that this will at the very least get under their skin and greatly embarrass them. This will greatly enhance any other humiliation or shaming that you are able to use on the target, potentially driving them to flee in the face of a jeering crowd when they'd normally take on entire fleets singlehandedly.

600 – **The Party Prince** – Or Princess, if you prefer. You are, inarguably, the best person at holding parties in the universe, perhaps even the local multiverse… though including alternate versions of you could make this a bit more complicated. You can be known for this across an entire Jump for this title or keep it private should you only want to hold more personal events. You can hold parties so good that people will show up from across the universe if they exist, and those attending the party will get along famously. Just bear in mind this benevolent atmosphere doesn't extend to those who might want to shut the party down for whatever reason, so you can't stop an invasion by holding a party and hoping the invaders just join in, or a natural disaster and hope it just waits for you to finish.

> **Capstone Boosted** – When it's party time, it's not time for anything that could make it worse. Bad things just… wait till the party is over before they happen. You could hold a party with an imminent volcanic eruption, and it would only go off once the party is over, or as an enemy fleet approach and they'll politely wait till you've finished. Maybe you could even try inviting a few of them and see if you could avert the invasion entirely?

600 – **You Will Listen To Me** – Not only can you gain the attention of a huge number of people even if they wouldn't normally be inclined to do so, but you can project your voice in such a way that they can all hear you clearly. Should they be inclined to listen to you from either respect, fear, or you're saying something they would agree with, you can persuade others to fix any problems they and you have caused. You can manage to do so in a very short amount of time even on a large scale, with even rushed repairs and cleaning ending up indistinguishable from everything being in ideal condition. And once you've gotten

everything fixed, as children both human and Asgardian say, it might as well be a happily ever after.

> **Capstone Boosted** – Wait, what? Oh dear, perhaps I spoke too soon. Not that you won't get a happy ending, but what you get up to can surprise even entities that perceive entire timelines and multiple dimensions. Precognitive, predictive and other future-sight capabilities and technologies don't work where it would be inconvenient for you. It won't even be blocked in an obvious manner, simply showing things the way they might expect rather than as they actually would be due to your actions, to the point that such an observer could show up and be utterly surprised when things don't play out the way they thought it would.

Destroyer

100 – **Which Is Why You Have To Die** – Rather than taking the time to explain your plans, or taunt your enemies before finishing them off… you'll just act. You won't fall for villainous cliché's even if something about the world you are in would compel you to do so and will know when it will only serve your goals to kill others immediately, instead of being delayed or distracted. If you're willing to play along for a bit, you can take advantage of making it look like you're following villainous clichés to make your opponent's start following the appropriate heroic ones, only to suddenly sweep the rug out from under them. This latter trick might only work once… but really, that's all you should need if you can pull it off properly.

100 – **At Last, Peace** – While it might be what you want at first, succeeding in all of your goals might leave you bereft of purpose and meaning. Not anymore. When you've finished in your tasks, fulfilled your directive or completed your quests, you can choose for there to always be something more to do. It could be something new and different, or even just an extension of your previous goals, such as having more to destroy. The age of Jumper is only beginning…

200 – **Fascinating** – You have unusual focus, one that lets you cut through to the heart of a problem. You can instantly identify anything of interest within range of your senses, as well as the quickest way to claim it or achieve a goal. This might be identifying the key weakness of an enemy, or immediately knowing and acting upon the knowledge that you need to beat them immediately for it to be remotely possible before they use something that might make a fight unwinnable. This won't let you win every fight instantly, but it will tell you the instant you could win a fight if you acted upon it and let you react without hesitation.

200 – **…I Already Have** – You can't win? It seems your opponent's lack the vision you do. As long as they're not more powerful than you, you can accurately assess the strength of others after a short observation or interaction and determine their limitations and weaknesses.

400 – **Oh, But Anything Is Possible In A Multiverse** – Certain things aren't usually possible, intrinsic rules of a setting. While you might ordinarily be able to find ways to bypass or ignore them simply with your knowledge or nature as an outsider, others are often more iron clad. But you've proven yourself stronger than that. Now you can bypass or ignore the rules of a setting. You could, for instance, use something outside of the only location it is supposed to be able to work according to the local metaphysics, or be able to use something in a location where it would normally be prevented by the rules of the setting. If you got your hands on a set of Infinity Stones from one particular universe here, you would be able to use them at their full power just as effectively as you could in their place of origin even outside of their own universe.

400 – **All That Suffering, And You Just Watch** – You might already be able to destroy their bodies and shatter their planets, but now you can leave them in ruin emotionally. You can quickly pick up flaws, self-admitted and otherwise, in others character, personalities and actions, and while this might not help you fight them or thwart their plans, it will let you pick

up and weaponize all their failings and fears. It will take your targets possessing incredible willpower to resist being utterly demoralized if they make the mistake of letting you talk, and perhaps worse if you are given the opportunity to work at it.

600 – **I Am The Natural Order Of Things** – As disruptive an entity you might be, it would surely be a disappointment if your actions were some sort of anomaly in an established system and brought forces you were utterly unprepared to deal with to face you. You are not considered an outlier or something that 'should not be happening', reality will not reject your presence, and living worlds won't register you as a foreign entity. This applies both to your presence and your actions, so even things like the Watcher won't break their oath to go after you even if they normally would. Just bear in mind that this protection does not apply to smaller, less absolute forces.

> **Capstone Boosted** – They might have failed elsewhere, but in this universe, Jumper got their wish. To be specific, once per Jump, you can decide to avert one major setback you suffer. Perhaps a vital component of your plans was stolen? Now you can undo that. Consider it a 'What If' in your favour.

600 – **The Boundaries Of The Multiverse Are Irrelevant To Beings Like You And Me** – There are universes beyond your own. While you might have already known that, considering the nature of your journey, now you can reach them. You can now access other dimensions, even ones that would normally be inaccessible, blocked off, hidden, undetectable or sealed in some way, so long as you are aware of it. Related to this, banishing you into a different dimension or trying to lock you within one will now prove futile, as you can return practically as soon as you arrive regardless of the efforts to keep you there. Additionally, by making physical contact with someone you might even be able to force them into different dimensions or take them with you, or chase someone as they try to flee across the multiverse so long as they do not get 'too far away' or cause you to lose track of them by some means. Just bear in mind that this alone does not allow you to perceive the entire multiverse at once, so without a way to speed up a search or narrow down the possibilities it may take some time to find a very specific universe amongst the multitude if you don't already have some idea of where to go, such as seeing it or being there before. So many universes, so much chaos… what purpose might you be fulfilling in them?

> **Capstone Boosted** – You didn't evolve by staying inside the lines, nor will you cease to evolve. With time, effort and practice, you can now improve everything about you indefinitely, from the tools you wield to your own abilities. Like the multiverse, there is no end to your potential.

Searcher

100 – **We'll Avenge It** – Sometimes you can't save the Earth from something like a nuclear apocalypse, but you'll certainly work to avenge it. Trouble is, it's not usually possible to do that when you've been caught in said nuclear apocalypse. Now you have a bit more of a chance. If a disaster of this scale or greater occurs and you were not the specific target of it, you will somehow be in a position to survive afterwards. It might not be pleasant, and this doesn't protect anyone else, but you'll still be in a high-altitude jet far out of the reach of the nuclear strikes when they land as long as one of those missiles wasn't targeting you specifically.

100 – **We Got 90 Seconds** – You have a perfect, instinctual timing for any alarms or similar systems, as well as knowing how to prevent part of a given system from alerting the rest of it if this is at all possible. You will know the moment you trigger such an alarm as a result, having an internal countdown as soon as it starts even if you weren't aware of the presence of the alarm in the first place. For example, if you alerted part of a sentry system by accident or deliberate action, you would know you had 90 seconds to prevent it from alerting any other parts of the system and could do so by destroying a specific component. This doesn't guarantee that you'll be able to, but at least you'll know what you need to try.

200 – **Not Cool, Guys** – You seem to have a bit of luck on hand when you need it, though this might depend on previously being somewhat unlucky. Any shots or attacks that would kill or seriously wound you will instead hit off a non-vital component first if there is one, leaving you inconvenienced and possibly hurt but still alive and able to act. For example, a blast that would have taken off your head would instead take off your robotic arm if you happened to have one, which is annoying but at least you're alive to complain and do something about it.

200 – **I Have A Bow And I'm Fighting An Army Of Robots** – Whether or not your situation makes sense, no matter what Age you happen to be in you can still rely on the basics. In fact, you are good enough at using comparatively primitive weapons that you can compare your performance to those using more modern ones, even surpassing them with one preferred weapon of your choice. Without additional training or experience, you might be about equal to someone with a gun even if you've only got a club or knife, despite the difference, but you could be good enough with the bow you prefer to easily outmatch an entire group of people with guns. Taking on an army of robots with one might not seem impossible, though you may need a lot of arrows.

400 – **Should We Put All Our Eggs In Such A Morally Questionable Basket?** – Others might have asked something similar regarding you before. If you can possibly provide a solution to a problem, others will approach you regardless of your past actions and be willing to overlook things you have done if you can help. You might have previously been an assassin, or willingly worked with some very nasty groups, but in some situations your skills are just too valuable to pass up.

400 – **Hi, I'd Like To Order A Pizza?** – You know, simple pleasures. You know how to goad people into traps and ambushes, they'll be less aware than they usually would be, and even

hyper-intelligent beings and AI will still fall prey to the same traps and tricks that average people would. You can even arrange things and rely on a little luck to ensure they only come from the routes you want them to in such a situation, so you don't need to worry about them approaching from the wrong side of your perfectly prepared ambush.

600 – **Fall To Rise** – You just might not want to fight anymore, or don't see another way out of a situation that won't cost you your life. Now, at least you will be able to give things one last shot while knowing your sacrifice won't be in vain. When you do something that you know will get you killed but has a reasonable chance of saving others, this act is guaranteed to save them. They won't need to deal with stragglers that survived your last attack, or other problems your sacrifice might have caused or didn't solve despite the attempt. Sacrifice your life so others can escape an enemy force, and you can be assured that they will escape untraced before reinforcements arrive.

> **Capstone Boosted** – While sacrificing yourself, quite possibly ending your journey for a good cause, is admirable, it does raise the question of what would happen if you somehow managed to survive. To answer that question in a very specific circumstance, you are now guaranteed to survive any sacrifice that requires you to fall to your apparent doom, while still having all the benefits such a sacrifice might give. You're essentially immune to damage caused by falling, allowing you to rise again.

600 – **The Death Star Plans Are Not In The Main Computer** – That doesn't mean they weren't eventually found though. Whenever you are faced by a problem, even on the scale of something as seemingly insurmountable as an apocalypse brought about by a rogue AI that has already killed most of the world's heroes, there will be a way to stop them, or at the very least avenge those that already fell and stop others from joining them. There's always an answer, a solution, or something to find. Even if efforts had been made to remove such an option, now it is guaranteed that such things would not have been destroyed or lost forever. This doesn't make tracking it down any easier though.

> **Capstone Boosted** – *The answer is right there!* Did you hear that? If you're close to what you're looking for, but you can't find it or it's not obvious, sometimes you'll have an odd sense of precisely where you need to look. Like some frustrated unseen audience is trying to tell you *the answer is right there* but there isn't anyone else around… is there?

Guardian

100 – **Come On, Get A New Trick Man** – Unlike some, you won't be screaming in terror as a giant unexpectedly grabs you and pulls you into another dimension. You are not easily surprised or intimidated, even by things on vast, nigh-unknowable cosmic scales, and quite quick on the uptake. Incidentally, this means you can witness things that would cause lesser minds to collapse into madness.

100 – **The Perfect Combination Of Skills And Experience** – While others might be assembled for more general purposes, you know how to narrow down any amount of available choices and pick precisely the right people for your greatest chance at succeeding at a specific mission and goal. As this is likely to involve a degree of teamwork, you also instinctively know how best to combine your own skills and capabilities to work in tandem with others to the best possible effect. Given time, your allies can learn to do so with you and each other.

200 **– We Must Be Close** – Travelling through the multiverse might mean you'll be running into a few familiar faces, even if they don't find you familiar. Rather than having to spend a lot of time and effort re-establishing friendships with different versions of people you already know, you will now be able to recognise and get along with alternate versions of people you are already on good terms with. Knowing one version will give you enough insight into their character to at least somewhat understand each other, so if you're BFF's with one version, it won't take much effort to be the same with another.

200 – **Viva Las VEGAS!** – Can't say I've heard that battle cry before. But it is surprisingly effective, at least if it's possible to harm the target. Not only does it cause a noticeable boost to any attacks but provides a morale boost to yourself and others as well as ever-so-slightly increasing your luck for a short time.

400 – **I Excel At Attracting Unwanted Attention** – You might want to warn people before you do it, but you are incredibly good at getting the attention of others and making them come to your location. It could be taunting, creating a lot of noise, or creating a spectacle in some other way, but if you were intending to it could attract something from across the multiverse… so long as it actually had the means to see and reach you. While this isn't exactly useful for hiding, it does let you make yourself a marvellous distraction, as you can get those you draw out to come after you specifically until someone else interferes.

400 – **Don't Give Him A Chance To Think** – How do you deal with a nigh unstoppable reality warper when even cosmic entities have tried and failed to win against them? Hitting them harder seems to work. By hitting an opponent with at least enough force to make them feel it, even if it doesn't cause a lot of damage or they can immediately regenerate, you can momentarily stun them and prevent them from using their more effective abilities for slightly longer. This reprieve from universe-restructuring attacks might only last for a second or two, but if you could find a way to hit them repeatedly in a fight, your stunning bombardment could effectively lock them out of being able to do much more than hit back with relatively basic attacks rather than do anything particularly creative with their abilities.

600 – **I Can Destroy Galaxies With A Thought** – Why won't you die? It might be luck, a noncompliant protective spell or even Plot Armour, but now enemies with reality-warping and cosmic capabilities that could twist you into something else with an idle thought or erase you from existence with a snap of their fingers will limit themselves. Any utterly unblockable, unavoidable techniques or capabilities they have just wont feature in any fights you have against them. Just bear in mind this only protects you, rather than preventing them using attacks that could cause considerable collateral damage. If you could survive or dodge it then they'll still use attacks that would blow up cities or more, but they wouldn't be just wish for you to be dead and gone and end it instantly.

> **Capstone Boosted** – Wait, what? Did you just catch and *eat* a galaxy destroying explosion? It's a strange trick, but one you might just be capable of pulling off. If you can survive it if it was focused entirely on you, you can reverse and absorb attacks that would harm others or cause unacceptable collateral damage. You would certainly be a supremely valuable support in a fight if you had enough power.

600 – **I've Got The Shield –** Even if you're a Super Soldier due to a Serum or Suit, you'll need something else to win a battle, let alone a war. Like either Serum-Empowered Captain, you share one of their most useful superpowers: Tactical brilliance. You can rapidly formulate battle tactics for any given situation, accurately considering the strengths and weaknesses of your allies and being able to adapt on-the-fly to come up with effective strategies even as the situation changes. You can even incorporate plans your allies come up with into grander strategies, so if someone has an idea but needs distance and a clear target? You'll have a good plan of how to give them that within seconds, so you can get on with it immediately. You can quickly ascertain details from minor actions and absorbing large amounts of information in a very short amount of time, such as being able to perfectly replicate the locations on a map despite only getting a glance at it or retaining obscure details you might have learned decades earlier.

> **Capstone Boosted –** You've also got the sword. Whatever wordplay you might use, you can get any complex tactics you might have across to others with very simple statements, not only giving commands that are easy to remember and intuitively understand in a very short amount of time, but somehow preventing any enemies from correctly intuiting these commands. While this might not protect you from an omniscient gaze, at least you'll never have to worry about your enemies figuring out what you're up to because they can hear you calling out orders.

Items

General Undiscounted

Free – **Marvel Studios What If…?** – Not everyone would want to see what happens here in the same way the Watcher does. You have the complete collection of the *Marvel Studios What If…?* series, including something to watch it on and a collection of concept art. It might be best not to let anyone here see this, if not just to avoid existential dread over the behind-the-scenes sections but annoyance that you might have been making popcorn while watching their suffering.

Free – **What If… There Were Snacks?** – Even if you're watching rather than taking part, you might get somewhat peckish. Now you have a replenishing supply of food and drinks that would be suitable to eat while watching something, such as ready-made popcorn. As it might attract attention or just annoy others who are trying to pay attention to whatever is being watched, it is somehow possible to eat and drink from this supply without the noise being heard by anyone else.

Free – **What If… The Jumper Visited MCU What If?** – And what if they wanted to watch what they had been up to later? This record is blank for now, but when this Jump ends it will contain a recording of your time here in a style not unlike the *What If* episodes you might have seen. You can choose whether Jump-Chan or the Watcher will be narrating your story.

100 – **What If… The Jumper Had Something To Listen To?** – If you'd like to know one possible answer to that question, you can have the full soundtrack from the *What If…?* series composed by Laura Karpman, available at any time. You can have it set to play at appropriate moments, and only those you want to hear it will. It won't be regarded as odd and cannot be used for anything other than setting the mood.

100 – **What If… The Jumper Had Done Something Else?** – At times on your journey, you might wonder what would have happened if you had done things differently in a previous Jump. This recording will allow you to ask one question per Jump, after the Jump has finished, to find out. This could be anything from *"what if I decided to stay?"* to *"what if I turned left instead of right when the Jump started?"*, which will result in an 'episode' showing the answer not unlike the *What If* episodes you might have seen. Whether the changes are good or bad, big or small, you will see them.

100 – **Multiversal Money** – Even if you can travel between dimensions, sometimes you actually have to pay for things. This might be a problem if you don't actually have any money, or the money you have is wrong for the universes you end up in. This is enough money to easily support you for a year, perhaps even stretching it to ten if you live frugally in an inexpensive area. You will find it converts into any form of currency you need, so no matter where you go within these realities or in other Jumps you will be able to use it.

100 – **What If… The Jumper Showed Up Without Any Identity?** – The most likely answer is that it would cause them problems, so rather than that somewhat unsatisfactory story you can have this so you can get to the far more interesting things. This is all the paperwork, ID's

and records that would be needed to back up whatever position your Origin might have in a Jump, or a suitably generic option if you are a Drop In with no background, which could be useful if you end up somewhere that everyone has such records. This adapts to provide a history for any Origins you take in other Jumps as needed and will expand to include additional packages to cover any Companions you might have so they don't run into the same problems you are trying to avoid with this purchase.

100 – **What If… The Jumper Never Jumped?** – Have you ever been curious about what might have happened if you never went on the Chain? By watching this you'll have an answer, as it shows how your life would play out if you hadn't. Aside from more detail around the time around when you would have started, this recording focuses on major events and other important details you may be interested in. By sharing this with others who accompany you on the Chain, you can give them the option to view what would happened if they *hadn't*, shown in the same way, with the contents clearly not a fabrication or falsification.

200 – **Sling Ring** – Not everyone can get around the Multiverse under their own power, and if you're not amongst those who can then this mystical ring might come in handy. Used by the Masters of the Mystic Arts to facilitate long distance travel to other locations or even different dimensions. Worn on the second and third digits of the left hand, a portal is conjured by the wearer tracing their right hand in an anticlockwise circular pattern while focusing on a destination beyond the space directly in front of them. It can't get you absolutely everywhere, with some places protected against such transportation or too dangerous to access, but it's still bound to be useful.

400 – **Jailbroken TemPad** – Would you prefer a more technical option to travelling throughout the Multiverse? While this one has been disconnected from the Time Variance Authority and thus can't call upon Miss Minutes to access records and files stored in the TVA's library or utilise the Time Cell function, which is probably a good thing as it means they don't know you have it… and you won't be abruptly surprised by a talking clock. But it still retains its other functions, such as generating Timedoors for its users to travel through different points in time and space, as well as to look at the status of the timeline and identify those who are not part of the local one.

400 – **Miniature Alioth** – What you have here is a tiny version of the trans-temporal entity that was used in ending a Multiversal War, this one created by the rift in time and space created by your arrival. Would you like to keep it as a pet? This one won't be devouring any timelines or growing larger than a housecat, but it is still a living tempest capable of absorbing practically any form of matter and energy, eventually consuming anything that isn't indestructible or on the same level as an Infinity Stone. Fortunately for you and your possessions, it's aware enough that you are the reason that it exists that it's rather fond of you and won't try eating anything you don't want it to, though you shouldn't be surprised to find it swirling around the legs of your dinner table hoping for leftovers. It isn't picky and can't actually become ill from eating anything, so feel free to treat it with anything you don't want to leave lying around. Should you want to teach it to play fetch or not have an indestructible chew toy on hand for your new pet, we've included something else it would use for such a purpose. Come to think of it, the toy looks a lot like a corroded metal horn…

Watcher

100 – **Watcher's Cape** – What you're watching may or may not be able to see you, but if they ever did they would certainly be impressed. This cape looks good even in situations when it wouldn't, can billow dramatically even when there's nothing that should be moving it, can change it to any other clothes or armour you possess in an impressive display, and can allow you to appear as a silhouette.

100 – **Infinity Lenses** – Not every being or mind is capable of safely comprehending an infinite number of universes or looking upon a multiverse and other things of cosmic and multi-dimensional importance. These contact lenses protect the wearer from these sights, avoiding issues of going mad, being blinded, or otherwise being negatively affected by things they are looking at. The one downside is that these lenses make the wearer's eyes glow as long as they are wearing them, which doesn't affect their ability to see but isn't exactly subtle.

200 – **Kirby Crackle** – To be honest, this is less of a physical item and more of a visual change that can be applied to any of your abilities to make it look more cosmic. Even those jaded by 'normal' blasts of energy could be awed by you using them with this applied.

200 – **Watch List** – A list of things that you might be interested in watching, specific events in different times and places, even in different dimensions of your current Jump if you have the capability to view and/or visit such things. This will update in new Jumps, and keep track of things you've seen.

400 – **Strange Prism** – Or is it a prison? It's empty at the moment, but this almost completely collapsed universe is separate enough from the rest of existence to completely avoid detection from anyone who isn't deliberately made aware of it, even when it comes to cosmic beings that can see entire multiverses. While you can pass freely in and out of it, such a feat isn't possible for anything else that you don't deliberately ferry in and out of it, making it an inescapable prison if you don't intend to use it as a hiding place. Just note that since this is the remainder of a universe that broke down when time collapsed, certain effects of time don't really apply in this place despite 'time' passing, so don't expect anything you put in here to die of old age or starvation even if they're here for a long time.

400 – **Watch Only Mode** – Consider this a sort of dimensional VPN, something that can be added to any form of observation you have, preventing others from noticing when you're watching them if they would have the ability or equipment to sense such things. You won't need to worry about accidentally alerting a potential multi-dimensional threat to the existence of other realities while you have this activated, or somebody noticing an astral projection and tracking you back to the source.

600 – **Nexus Of Many Realities** – A extradimensional nexus space, an Observatory of sorts. Allows viewing, and potentially access, to every point in any universe within a Jump's own multiverse. You and those you deliberately allow are the only ones who can break through the glass-like structure to get into different universes, and such breaks will seal up at your will, so you don't need to worry about accidentally causing permanent damage to the fabric

of reality. It's only a Nexus Of *Many* Realities at the moment, being limited to only the different universes present within a single Jump. Once the Chain Ends, this will expand to a proper Nexus of *All* Realities, allowing access into all previous Jumps and all other universes. A mute button has been added, just in case you don't want those with more Vision than most to overhear you narrating their stories.

600 – **Cosmic Armour** – You have a special suit of armour, not unlike the one The Watcher has, though you can choose your set to have a different appearance. While this somehow uses your own willpower to reinforce its resistance and noticeably increase your strength, you might be more interested in how it can stand up to cosmic powers, reality-warping effects and conceptual attacks, granting you an effective immunity to effects that are somehow 'absolute' but curiously providing far less defence against more mundane assaults. While it would be impossible to snap you out of existence even with a full set of the Infinity Stones while you're wearing this armour, you could still be harmed with sufficiently powerful energy or physical strikes. Then again, if you're up against the sort of situation where a Watcher would have to break their oath and directly fight something, this is the sort of cosmic defence that you'll be needing.

Soldier

100 – **Uniform** – It's no super-powered suit, but it's somewhat protective and will be suitable for whatever forces you might be part of, even updating to match your rank.

100 – **War Room** – If you need a more complicated plan of attack than 'attack' this might be useful for you and the others going into battle with you. This room is ideal for planning things, complete with maps, tables, desk for paperwork, and all sorts of mundane equipment that could be used in sorting out the movement of troops and making sure everyone has a clear picture of what is happening and what needs to happen.

200 – **A Jeep** – Did you steal this? It might be a car, a bike, a plane, or something even stranger. Whatever form it might take, you can be assured that you'll always having a suitable vehicle on hand for where you need to go, no matter where you might be. It will always be parked somewhere you can find it in a hurry, fully fuelled up and ready to go.

200 – **Soldier's Hangout** – If you need somewhere to drown your sorrows, or just spend time with friends when you're not out fighting a war, this might be a nice place to visit. It's a relaxing place, to the point even issues like stress and PTSD seem to fade away, the horrors of war seeming distant, and the staff are both welcoming and discrete, the latter you might appreciate if you're something of a war hero and want a bit of time away from the public eye. You'll find that the walls gradually accumulate photographs of people you've met and places you've visited if you want to keep a record. As a bonus, it seems that somebody is paying your tab for you, so everything you might get here for you and your friends is effectively free.

400 – **Captain Jumper** – Sounds good, doesn't it? You have an appropriately high rank in the military for your own specialities and goals, so you could be a Captain if you wanted to be out in the field or a General if you preferred to be organising things back at headquarters, and can't be demoted, promoted or reassigned from your position if you want to keep it. If you want, even people that don't know you or have no evidence that you hold a rank can recognise you by your rank, so you could always be known as *Captain* Jumper when you want to be.

400 – **Jumping Commando's** – Not everybody here is a super-soldier, but there are those that more than make up for a lack of power in other ways. This squad, under your command, somehow always scales with your overall capability in terms of their tactical capability, skill & luck in combat. Even if they're mundane, the squad could keep up with a superhuman or someone in a powered suit. They default to being Followers, but you could potentially import the members as full Companions if given the opportunity.

600 – **Vibranium Shield** – All that face this shield shall yield… though you might need to block or hit them a few times. As you might expect, this shield is almost indestructible due to its ability to absorb and reflect kinetic energy as well as deflecting or diffusing energy attacks. It is decorated with a flag symbol and colour scheme appropriate to your country of origin, or any other nationality you might claim here or in other worlds. It is easy to hold and has straps that allow it to be worn on the arm, though this particular feature can be

changed out if the technology is available. If you have enough skill, you could make use of its properties to cause it to ricochet after striking solid surfaces when thrown, allowing it to strike several targets and return to the thrower if aimed properly. Curiously enough, attempts to take this shield from or use it against you never seem to go well for whoever tries.

600 – **HYDRA Stomper Armour** – It took a lot more than a box of scraps to build this thing… at least a warehouse's worth. What you have here is an essentially indestructible suit of flying armour, complete with repulsors and super-strength. At worst, a human pilot could be knocked out while wearing it with a sufficiently large force applied to it, though this would allow others to potentially open it or take it apart carefully while the pilot can't fight back. While this one doesn't contain the Tesseract and thus have essentially infinite power to use, it will recharge itself if given any downtime, though with the right sort of genius and the right components this could be improved.

Genius

100 – **Engineer Gear** – Smart as you are, there's a limit to what you can do with your bare hands. This should have you covered, being a collection of tools and appropriate safety equipment for all your engineering needs. There is even a few manuals if you or those helping you aren't sure how to use some of this.

100 – **Qualifications** – Wouldn't it be marvellous if you had something you could show people to prove how smart you are? Better than just an ordinary set of paperwork and records that officially back up your genius, showing any of this to anyone will convince them that you are actually qualified in that particular field even if they wouldn't usually acknowledge or admit it. You'll find qualifications for anything you can actually back up that would be relevant for your Jump, from certificates to doctorates, and anyone investigating you will find such things backed up in whatever institutions they seem to have come from.

200 – **Warehouse Of Supplies** – A bit better than a box of scraps and a cave, not to mention more comfortable and secure. You could even have this accessible via a certain Warehouse you might already have, where it will be filled with a variety of useful materials that seem to be replenished whenever you leave it. You're bound to find what you're looking for *somewhere* in all of this mess, just bear in mind it doesn't come with any tools and the rarer the material is within the setting the harder it will be to find. It's not particularly well organised as it is, but it makes up for it by ensuring you can retain access to any unique resources you might find in a particular Jump even after you've left it.

200 – **Secret Schematics** – Well, this is mysterious. Rather than raw resources, this seems to be the beginning of an idea. Whatever form it takes within a Jump will quickly be revealed to contain details on something revolutionary, though it will either be coded or incomplete. It could be an interdimensional portal, some form of new particle, a special serum, or something stranger. Whatever it is, you're probably smart enough to figure out the rest or decode it, right? You'll be getting another of these with a new mystery relevant to the new setting when you start each Jump.

400 – **Technician Team** – Alright, fine, sometimes just having two hands isn't enough even for someone as brilliant as you when you have a huge project and not a lot of time to work on it. While you might be able to come up with your own solution to that particular problem, you could save a lot of time and effort by assembling these fellows. Not only are they quite competent at building and repairing things in their own right, having at least a basic understanding of any commonplace technology found within the Jump, but you can choose for them to share lesser versions of any Perks you have related to engineering, science, or intelligence. You might have the quality, but the quantity they provide might be useful.

400 – **Network Access** – Did you have a family member who used to work for someone important, or did you find a way to hack in? This could be a password, profile or something else that gives you untraceable access to even the most highly classified databases, such as S.H.I.E.L.D. You just have to know it exists, find a suitable access point for whatever form this takes, and you can be in and out with nobody aware of what you've been up to.

600 – **Jumper Industries** – You're probably already a genius… with this, you'll immediately be a billionaire. You have a company matching Stark Industries at its peak, complete with all the resources, contacts and influence it would have with such position and power. You can choose for it to be the leader in any given industry or spread out over multiple fields for less control but more breadth.

600 – **Yellowjacket Suit** – Created by Hank Pym, this suit allows the wearer to vastly reduce themselves in size while retaining their regular sized strength and durability, the process amplifying the amount of force they can generate and increasing their density, allowing them to easily defeat opponents of normal human size as well as leaping vast distances and great heights. It comes with a replenishing number of disks that can alter the size of other things, possibly to greatly destructive results, and has a built-in system for flight and an energy weapon. This version of the suit is guaranteed not to drive the wearer insane, or malfunction in a way that harms them even if damaged.

Conqueror

100 – **Crown** – It might be more of a helmet depending upon the exact design, but it's a symbol of your authority and power. The appearance is largely up to you, and whatever you choose will become strongly associated with your appearance, to the point other versions of you are likely to have something like it in their own fashion. No matter how it looks it will be of a comfortable weight and balanced so you don't need to worry about particularly extravagant or large designs up till the point you can't get through doors while wearing it. It's also durable enough to be used as an improvised weapon if needed, though you might want to include some sort of horns in the design to give it a better grip or sharp points to use.

100 – **Prosthetic Mask** – It perfectly resembles your own face, or at least how your face would look if you were an ordinary member of your species. It could be useful if your own face has been disfigured or you want to conceal an unusual appearance. This one has been carefully made so that it's comfortable and you won't need to keep readjusting it, but bear in mind it might not be quite as durable as the rest of you if you happen to have superhuman capabilities.

200 – **Casket Of Ancient Winters** – A relic and weapon that once belonged to the Frost Giants of Jotunheim who used it to vanquish enemy armies and conquer enemy realms, it is capable of producing and projecting an infinite icy wind that can freeze whole landscapes and plunge an entire world into a new ice age. It can produce cold ranging from a concentrated beam that can freeze individual enemies, to a large vortex of icy wind that can freeze entire landscapes. Usually, it would only be possible for it to be held by a Frost Giant or a being of similar durability or cold resistance such as an Asgardian, as it would inflict freezing burns on others who so much as touch it, but this version won't have this particular feature unless you want it to, like if you want someone else to let it go.

200 – **Schnellzug EB912** – Why catch a train, when you have your own? This one's rather advanced, able to reach far greater speeds than any other locomotive and would be ideal for rapidly and discretely transporting troops and material, somehow always having access to a railway where you need it to go. Should you want to use it as some part of a trap, you'll also find it has been loaded with explosives. Curiously enough, these can be used to non-lethally incapacitate those caught in the explosion, even if they were utterly engulfed by it.

400 – **Sceptre** – It's a mystery how you got hold of this, but it's yours now. While it doesn't contain the Mind Stone and as a result can't be used as some sort of power source, this does mean it won't be affecting the minds of people around it or creating new intelligences when unsupervised. What it can still do is fire lethal energy blasts, communicate with others mentally via astral projection, and brainwash others with a tap near the heart to turn them into loyal servants indefinitely. Just bear in mind that it seems possible to interfere with this latter feature should the target possess a suitably powerful or exotic source of power, such as having an Arc Reactor installed in their chest, and the control can be dispelled by sufficient blunt force to the head or other equally potent mind-controlling abilities. On the plus side, this mind control is guaranteed not to work on you, which could be useful if someone else took you by surprise and got their hands on it.

400 – **Castle de Jumpe** – This fortress is ideal for use as a military base, having its own garrison to defend it and enough supplies to hold out for an extended siege. It's even got large rooms equipped for containing prisoners or running experiments, possibly both. The default location being in the middle of a forest far from anyone that could notice your activities here might be useful too. With the high walls and reinforced portcullis, your enemies might need their own HYDRA Stomper to get in here, or at least a supersoldier of some sort.

600 – **Invasion Forces** – No matter how skilled at conquest you might be, it's difficult to accomplish taking somewhere over if you need to do it by all yourself. At the very least, it could be difficult to hold onto territory when you've left. Now, whatever your enemies might have, you have an army. It might start off as HYDRA soldiers, Asgardian Einherjar or something comparable and suitable to your background here or in future Jumps, but you'll find the range of forces you command will quickly expand to include soldiers from any cultures you conquer here or in the future, allowing them to be accessible in future Jumps. They are well suited to capturing and holding territory, and while they might not be able to match up to truly exceptional individuals within a setting, you are certain to have them outnumbered. Even if they could win a battle in one place, you could still win the war elsewhere.

600 – **HYDRA Dimensional Portal** – No, this doesn't open a portal to a dimension where HYDRA has taken over, though there's bound to be one of those somewhere in this Multiverse. It also doesn't need the Tesseract to power it, having been provided with its own generator based on the Tesseract, though it will take some time for it to generate enough energy to use this device properly. Through the portal this device creates, you can summon a being that the Red Skull would call the Champion Of HYDRA, though you will have somewhat better luck than he did as it will be somewhat grateful to you for its release. Other people and the surrounding area won't be quite as fortunate though, as this intergalactic octopus-like creature will destroy and devour everything it can reach and could likely devour the entirety of Europe within a short period of time thanks to how fast it spreads. Should you want to use this device for less destructive means, you might find the time difference between the Champion's dimension and your own useful, as decades could pass on one side while only a few minutes at most passes on the other. The controls for this version of the device, written in a language anyone can clearly understand, provide the option to open the portal in a way that stops the Champion passing through it if you're not intending to unleash it every time you use the device, and with some tinkering the time dilation effect could be modified.

Hero

100 – **Heroic Outfit** – Looking good, Jumper. Not only does this outfit suit your style, but you'll find yourself noticeably luckier and more recognisable while wearing it. Whether it's a space explorer's uniform or a fancy dress, its appearance won't get in the way of your activities.

100 – **Kit** – While talking or fighting your way around problems might work most of the time, sometimes you need a few little gizmos to help out. This collection matches the one Star Lord himself has and includes Jet Boot Attachments to let you fly around, a Plasma Sphere to provide a light source, and a Gravity Mine that creates a short-range artificial gravity field that attracts all nearby items to it. On the off chance you can't breathe in space or toxic atmospheres, you might appreciate an expanding partial helmet with a heads-up display and thermal vision, and if you actually get into a fight then the set of Quad Blasters with Plasma and non-lethal Electric options might come in handy. Anything you decide to tinker with or improve will retain whatever enhancements you give them.

200 – **Royal Necklace** – Resembling a traditional Wakandan necklace made out of vibranium, this acts as an identifier and override device for Wakandan technology. While this might be of limited use at first, this necklace can be set to do similar things for other advanced and/or concealed civilisations at the start of each Jump.

200 – **Iron Lotus** – Some might consider this establishment as being the wrong kind of disreputable in some universes, but this one is quite popular. It might not necessarily be the same place that the Ravagers tend to visit after their heroic deeds, but it's certainly a popular place to relax and celebrate. For those whose deeds are somewhat less well regarded, or attract the wrong kind of attention, you can be assured that you and your allies will never be tracked down here by those seeking to harm or capture you. This location will adapt to be suitable for future settings, so you don't need to worry about it being inaccessible if a Jump's focus based on a single planet.

400 – **Ravager Clan** – Not fond of flying solo? You're the captain of this faction of the greater Ravager syndicate, which in at least one universe here has reformed into a more heroic group. Whether or not your faction has gone straight, they have all the skills you might expect from a collection of thieves, smugglers, criminals, bandits, mercenaries, bounty hunters and pirates. While they might not always be the most competent or powerful of forces, you can't doubt their enthusiasm, loyalty, or the fact that this purchase comes with a ship equivalent to Yondu's *Eclector* to act as a mobile base and several smaller M-Ships.

400 – **Ancient Vibranium Meteorite** – Millions of years ago, a meteorite made of vibranium, one of the strongest substances in the universe, struck the continent of Africa, affecting the plant life around it. It is an immensely versatile substance, and other than its notable use in the construction of a frisbee it has a variety of interesting properties that made Wakanda what it is today, such as being responsible for the existence of the Heart-Shaped Herb. Now, you have a meteorite of your own that will replenish between Jumps. If that doesn't seem like enough, you'll probably be pleased to learn you will be gaining comparable sources of

special materials native to future Jumps with similar importance as the Vibranium Meteorite is to Wakanda. You'll also be receiving instructions on how to safely transport, mine and store the materials you gain from this Item, as well as warnings of uses that could potentially be dangerous to you and others.

600 – **Kingdom** – It seems that you're a member of royalty, Jumper. This country possesses highly advanced technology compared to rest of the Jump, and though relatively small it is completely hidden from detection from outside forces. It will always have been isolated enough to be present within a setting without changing anything, unless you decide to reveal it and its bounties to the rest of the world. Prosperous, welcoming to all you might call friend and family, and with a culture and other features of your choice, you will find it hidden in future Jumps, ready to support you with considerable resources should you seek it out. No matter where you go on your journey, you'll have somewhere to call home Jumper, forever.

600 – **Embers Of Genesis** – Interstellar dust sourced from an ancient supernova, these Embers have powerful nutritive properties. This could feed billions of people on millions of worlds, and eradicate hunger across the galaxy, healing a dying planet in minutes with one ounce. Or you could use some of it to explode someone into a planet's worth of vegetation. You might even be able to find other uses for this given time.

Criminal

100 – **Criminal Record** – You might use this for bragging rights, to keep a record of what you've been up to or keep an eye on what you've been accused of that you haven't actually done. Taking a form suitable for your use, be it physical, electronic or something else, this keeps an accurate record of your known and suspected crimes, your general infamy, and what you have been accused of doing. The latter might be useful if you ever need to try proving your innocence, but you might want to keep the rest of it out of the eyes of others if you're trying to do such a thing. These records can be categorised into different identities, locations and Jumps if required.

100 – **A New Leaf** – Tired of the criminal life? Maybe somebody brought up a good argument? Sometimes it can be hard to escape such a past even if you want to. This might help, taking the form of something with a leaf pattern on it like a card, a leaf encased in transparent material, or even something on a computer you own. Turn it over, and the literal leaf-turning will be applied in a far more metaphorical way. Once you have done so, as long as you are genuinely doing good things with no ulterior motive, people will believe you have reformed and accept your new reputation even if you used to be an infamous criminal kingpin. They might not like it as much if you regularly claim your previous actions were a good idea, but so long as you don't revert to your old ways, they'll just roll their eyes at such things rather than do anything else about it.

200 – **Preservation Cells** – It would be the shame to go to all the effort of capturing a new prize alive, only for it to die in captivity. These cells, translucent containers of a suitable size for whatever you have managed to acquire, will perfectly preserve whatever you put in them, though admittedly not giving them a great deal of room to move around in. Even if the contents are unable to move, require specific conditions to survive and don't have a food supply, they will remain alive regardless of their condition when placed into the cell, neither deteriorating nor changing in any physical manner. This would allow you to preserve the contents long after a natural lifespan would have normally expired, avoid issues that might require the Cells to be cleared out, as well as preventing your prize from harming itself and robbing you of a living trophy. These features can be adjusted via controls on the outside, for instance should you decide you want a plant you acquired to keep growing rather remain as it was when you acquired it. In addition, whatever you contain in these cells be unable to break out or affect their Cell or outside of their confines in any way, either not bothering to try or being blocked regardless of their powers or usual approach. Once one of these Cells is filled you will get another empty one, so you will always have room to add to your collection. Finally, should you have concerns about somehow being added to your own collection, rest assured that the Cells do not work on you, and you can enter and leave them at any time regardless of any modifications others might have made to them.

200 – **Yaka Arrow** – You may or may not have a talking car, but with this you definitely have a flying arrow. Using technology native to the Centaurian people, this arrow is designed to respond to a specific range of sonic frequencies which change it's behaviour, with a self-propelling anti-gravity system allowing it to move freely through the air at great speed and both sharp and durable enough to pierce through a spacecraft hull. It is even capable of igniting if desired, which could be useful if targeting flammable materials. Though this

device defaults to being controlled by high-pitch sonic frequencies used by its registered owner, preventing others from hijacking it by imitating the sounds used, should you prefer a different method of control or even a different appearance from the arrow aesthetic you can choose freely. Whatever method you pick, your use of this weapon is highly intuitive and would allow even a beginner to weave through a crowd of people at high speed without touching them. Your version does not require a specially attached prosthetic headpiece to control it, but you may have one of your own design that simply clips into place without any implants required included in the purchase of this Item if you want one.

400 – **Control Bracelet** – A piece of technology designed to fit onto a limb, not dissimilar to the one used by the Collector to control objects at their Museum. Yours can perform a similar role for you and your facilities, allowing you to connect it to any facility, technology or linked equipment that you own and remotely control them. You can make such possessions move as you will so long as there is plausibly a system that allows it as part of the possession, so while remotely piloting a vehicle, causing a loaded gun to fire or opening and closing doors would be possible, causing a sword to fly around on its own wouldn't be possible unless the sword had a feature that would allow it to fly around on its own normally. Combined with **The Penultimate Collection** this gains the additional capability to pull parts of your collection towards you through the air or back towards their stored location, which should make it easier to show off or retrieve your collection after use. Unlike the Tivan's version, your Bracelet requires you to specifically authorise others to be able to use it, so you won't need to worry about having your own collection turned against you. Regardless of the number of things you link to this Bracelet, you will find using this device easy and intuitive, somehow gaining the necessary multitasking to precisely command any number of possessions and systems you own simultaneously.

400 – **Jumping Order** – Want something a bit better than generic guards to be doing your security? Take it from us, this elite team is bad news for anyone trying to bypass it. Though few in number, this team is composed of powerful and highly skilled individuals, each possessing different and potent abilities, tools and specialities that would make them more than a match for much larger forces. They are utterly loyal to you, work flawlessly together as a single unit, and it's up to you whether they see you as just an employer or some sort of adoptive parent, or if they regard their position working for you as an ordinary job or some sort of religion. It's also your choice whether they update their appearance and capabilities to match new Jumps or not.

600 – **Jumper Group** – Does the Collector have a rival, or did you end up replacing them in the top spot? You have a prestigious and powerful group in the criminal world of the galactic community, one that is particularly good at rapidly filling any power vacuums that you or others create. Not only does this come with quite the reputation and a lot of power, but you've acquired considerable numbers of armed forces to secure and expand your position.

600 – **The Penultimate Collection** – The name might seem a little odd, but not *ultimate* since it doesn't literally hold everything, and you might want to go around collecting other things by yourself. What you have here is essentially your own version of the Collector's Museum, including things from every planet, culture and species, and filled with all manner

of important or notable artefacts and even people from within the Jump. The latter can instead be realistic animatronics, stands with their uniforms, or even just pictures or holograms if you have any ethical issues of having living trophies. If you have any concerns about causing major continuity issues by possessing something that somebody else in a Jump should have, or your collection containing specific individuals that would normally do something important within the Jump, you can choose your trophies to be versions from other dimensions, such as having a certain Vibranium Shield in your collection without depriving the local user of theirs. This collection is truly vast, updating and expanding in each Jump you enter, its contents even including powerful artefacts such as Thor's Hammer or things that would normally be almost impossible to acquire such as Hela's Helmet. Since this particular Jump involves a multiverse, you'll even have your own versions of things that were used up or destroyed within the universe your Jump is set in, such as a viable sample of the Super Soldier Serum used to make Captain Carter. Rest assured that no other forces will be able to sense the contents of the Collection, should you be worried about circumstances like Odin sending emissaries to retrieve something that should have been in Asgard's vaults. In addition, more dangerous additions to your Collection will be harmless while they are on display, so you won't have to worry about something like the Darkhold corrupting you or the rest of your trophies unless you deliberately try to use it without further safety measures. To make your vast collection a little more manageable, it includes technology that allows instantly calling to your location boxes containing anything you specifically want from any part of the collection, as well as empty boxes to quickly add things to it. If you have the **Control Bracelet** you can use this to control the system, and if you have the **Preservation Cells** they can also count as part of this collection, calling up empty or occupied Cells in a similar way. In addition, anything that has been destroyed or lost from the Collection during the Jump will be replaced or restored by the start of the next Jump if you have not been able to repair, relocate or restore it by that point. However, this Collection does have a few limitations. Firstly, is that it focuses on quality over quantity and more notable specific trophies rather than having many of the same thing, so while it wouldn't include 'every gold coin made on Earth' it would include the very *first* of these coins, or the first fragment of vibranium mined in Wakanda but not the entire meteorite. Secondly, when it comes to additions that are of the same potency or importance as the Infinity Gauntlet is to the Marvel Universe, in these cases you will either have complete but non-functional copies of such trophies or have only *part* of such things and hints as to where you can acquire the rest of them. Here, you could have a non-functional but complete Infinity Gauntlet with all the Stones, or a functional but empty Gauntlet and hints to start tracking down functional versions of the local Infinity Stones. Part of the fun of the whole thing is *adding* to your collection, after all. Finally, you can choose your Collection to have a form, appearance and location suitable to you, such as being a fixed station like Knowhere, an attachment to your Warehouse, or some sort of pocket dimension, your methods of accessing your collection and its contents being up to you.

Spy

100 – **Black Coat** – It's peculiar how eye-catching supposedly covert operatives can look at times, isn't it? One can't deny they look good though. What you have here is essentially a spy outfit perfectly suited to your usual position and approach. Whether it's a coat, catsuit or something else, you'll find it is surprisingly well armoured and has the uncanny ability to hide small tools, equipment and weapons that won't be detected by any searches, scans or other observation. Might be useful should you get your hands on anything interesting.

100 – **S.H.I.E.L.D.S and S.W.O.R.D.S.** – Not the organisations, despite the name, but perhaps some of the gadgets and weapons used by such groups. These are mostly small-scale and covert, such as the electroshock bracelets known as Black Widow's Bite, collapsible batons, taser disks, flash bombs, pepper spray, smoke grenades, a garrote, and a small pistol that always seems to have just enough ammunition in it for a single fight.

200 – **Jumper's Initiative** – Are you putting together a team? This might come in handy, at the very least saving you time in figuring out who to put on it. This is a list of people in the Jump you are in that might be willing to accompany you on your journey or have particularly useful abilities you might want to recruit them for, complete with brief psychological profiles. This one has been locked so that only you and those you specifically authorise can see what is in this list, just in case anyone might use this list for other purposes. This will update to remain relevant and useful in each Jump.

200 – **Syringe** – It's not necessarily Lithium Dioxide, but it is guaranteed not to have any unexpected dangers hidden within it. While this isn't a cure, its contents will abate the symptoms of any negative condition being suffered by those you inject it into. It's a temporary measure but could certainly help a little when trying to find a more permanent one.

400 – **Helicarrier** – For the operations you might be part of, having a highly strategic mobile base to perform reconnaissance, stealth deployment or direct strike operations from could be useful. This is a seaworthy ship capable of VTOL flight via four huge fans mounted on the sides. It has two runways and a hanger, as well as several small aircraft including F-35s and a Quinjet. To keep such a large vehicle hidden, retro-reflective panels lining the hull to make it invisible to normal human vision below a certain elevation and radar cloaking capabilities to make it difficult to detect by other means. This one also happens to include a cell designed to contain particularly strong prisoners and can be jettisoned from the aircraft, and a small nuclear payload for when you need unsubtle options. While this does include a crew to operate and maintain the Helicarrier, you'll need to recruit more personnel outside of this purchase if you want anyone on hand to do more than this. You can choose for your Helicarrier to be marked with any symbol designating you, any organisations you run, or those you work for.

400 – **Active Agents** – When you might end up in the front row centre at the strangest shows on Earth, you might need other people to rely on. This special operative unit is now led by you, and while few in number it wouldn't be unreasonable to say this hand-picked team is as good as 100 more average agents. Equivalent to the best and brightest of

S.H.I.E.L.D., and possibly being among their number, they are experts in all manner of covert operations and investigations into unusual situations. They have the additional unusual benefit of being just separated enough from whatever central organisation they work for to be able to be disavowed and ignorance claimed of their activities, allowing them to act in ways that you or a more official group could never publicly allow.

600 – **J.O.U.S.T** – Jumper's Own Unified Specialists Taskforce? Perhaps you want to give it a different name, but this is your own extra-governmental counter-terrorism and intelligence agency. Made up of people willing to give their lives for something greater than themselves, to save the world from all manner of threats, and generally assist you in your endeavours to do the same. Every member completely loyal to you, and any attempting to join the organisation to betray it will instead turn on their former allies instead, just in case you were concerned about certain multi-headed threats causing problems.

600 – **A Beeper?** – Once an ordinary two-way Earth pager, state-of-the-art in the 90's, this is similar to one that has been modified using Kree technology, but its range encompasses an entire Jump rather than just a few galaxies. You might be using this as an instrument of last resort in extreme emergencies. Not just because it's only guaranteed to work once-per-Jump, but because using it will call in an immensely powerful figure to act as an ally for whatever particular problem you've summoned them to deal with, before leaving once more. Within this Jump it would be capable of calling upon someone on the same level as Captain Marvel, and suitable counterparts in future Jumps. It should be stressed, and most likely will be by whoever answers the call, that device should only be used in case of absolute necessity, not only because whoever you call is probably quite busy, but because it's entirely possible that either considerable collateral damage will result from dealing with the problem with all the overwhelming power at their disposal, or that they decide the problem is too insignificant compared to other things they're dealing with and leave without helping.

Sorcerer

100 – **Nice Cape** – Even if you draw the line at bugs, some of them have pretty good fashion sense. You obtained this from some eldritch being by some means, either forcefully claimed or as a gift. This animated apparel is now bound and loyal to you. It could be a cape or take on another form such as a hat or scarf. If you are involved in a fight, it can help by trying to distract or bind an opponent, or even draw your attention to a threat you haven't noticed.

100 – **The Strangest Dressed Sorcerer** – You might not have easy access for a dryer to pull things out of, so you could find this useful. You have an outfit that might have been made by a sorcerer who didn't want to waste space on a large wardrobe or time looking through one, as they can change in appearance between a seemingly endless variety of similarly high-class clothes whenever the wearer wills it. It could be Armarni, a dress or even some extravagant robes, but you'll be suitably dressed for parties or summoning rituals without having to get a change of clothes, even removing dirt and damage with the transition between appearances.

200 – **Time To Meet An Old Friend** – The problem with moving between Jumps as opposed to *merely* travelling between interconnected parts of a multiverse within a particular Jump is that they often become inaccessible after you leave, forcing you to leave the inhabitants behind unless you find a specific way back. This might alleviate the problem somewhat, taking the form of a token acting as a 'slot' that can be used to summon something or someone you have previously encountered for a short time. This works even if you met them in a previous Jump before you acquired this token. It could be a genuine friend, or perhaps even an enemy, giving you the opportunity to see a friendly face… or show them just how much you've grown since you last met them. Hello again… and *goodbye*.

200 – **Hello Jumper** – Wait a minute, aren't they dead? Or in a different dimension entirely? They are, but this is an… echo, of sorts. In times of need, even should your mentor figures be unavailable due to being dead, erased, or in a different Jump, a ghost-like representation of them will show up to give you advice or try to explain things you need to understand. Of course, you do need to have *had* a mentor figure of some sort, otherwise this is bound to be a very awkward meeting. They still need to have some idea of what's going on, so how useful this is also depends on how knowledgeable they were. Maybe you should start looking to Ancient beings for their guidance here and in the future?

400 – **Vishanti Protection Spell** – Knowing you, you'll need it. This invisible network of runes and other symbols on your body, visible when triggered or when you want to show them off, completely protects you against power draining, assimilation, copying, and other ways of affecting your powers and abilities against your will. This one wasn't done in a hurry by someone who was falling apart, so you don't need to worry about it being disrupted by something as mundane as punches.

400 – **Summoning Circle** – This glowing circle of somewhat ominous red runes is actually a good thing… for you. Firstly, it greatly aids in any sort of summoning magic or rituals, making it much faster and easier to do so. Secondly, should you summon any entity, or even different versions of yourself if you can do that, into this circle, they will be unable to escape

or use their powers on anything outside of the circle. Even a Sorcerer Supreme wielding an Infinity Stone would be unable to do anything to anything or anyone outside the circle if you summoned them into it. You can breach the circle at any time or allow other things out of it freely if you really want to.

600 – **Lost Library** – More of a *found* library, considering you have it, but nobody else knows you have it so it's keeping the name. This is a vast magical library, not special merely because it disappeared, but because its contents somehow include any tomes that have been lost or destroyed. It could be priceless for anyone looking for forbidden knowledge or even just interested in recovering information from books thought to be lost forever. On the off chance some of the contents might have previously been destroyed for arguably good reasons, or there is any risk that other beings could become aware of and object to its existence for any reason, this library has been shielded and warded in such a way to prevent any troublesome effects of its contents as well as masking their existence to outside forces. It could stand to be a little better organised, but there is an easily accessible book listing its contents. It will remain up to date within each Jump, collecting new additions with a handy list to keep you aware of what remains relevant and what might have changed. You can choose for this library to be an attachment to your Warehouse or for it to appear in a Jump in a suitable location… or even strange ones like a temple in the middle of a forest somewhere, if you'd like to keep the mysterious library aesthetic. Either way, you'll always know where it is and how to access it, so you won't end up losing it.

600 – **Bloodied Eye Of Agamotto** – Creating two simultaneous timelines is usually neither the simplest or smartest thing to do, but this allows you to do so without any problems that might usually result from such an act. While the core of this ancient artefact has turned red and faded, no longer possessing quite the infinite power over time that it used to have thanks to its previous owner's actions, it has been patched up to be capable of replicating the Ancient One's enchantment upon it. By concentrating, the wearer of this Item can split themselves and the timeline, allowing them to act in different ways in either half while being aware of each timeline simultaneously, and later cancel the timelines to choose the 'true' version of events should the outcomes in one become desired or the others undesirable, merging their halves once more while retaining any information and other immaterial things gathered by the banished timeline. If one of the wearer's halves are killed, this will automatically occur to preserve the still-living half. The downside for this phenomenal power is that each half of the wearer will only possess half of their power, essentially weakening them while the Item is being used. Should one half be killed, the power they possessed will be temporarily lost, weakening the remaining portion of the wearer for a time. While it would be possible for an experienced user and powerful master of the mystic arts to keep splitting the timeline, from two to four to eight and so on, this will continue splitting them up and weakening them.

Survivor

100 – **Long Sleeves** – Step one in a zombie apocalypse is long sleeves. The zombie virus is passed through saliva, so the less skin you're showing the less there is to bite. If you don't have long sleeves, your other clothes were covered with zombie guts, or somehow showed up in the middle of a zombie apocalypse with only your birthday suit, this could be useful. It's not just long sleeves either, consisting of a full outfit of spare clothes. They will always be conveniently nearby when you need them and are surprisingly bite resistant. Just remember that doesn't mean bite *proof*, and some of the zombies you could encounter might be much stronger than an ordinary human.

100 – **Hand Sanitizer** – The Jumper has this? It's not a cure, but this one at least is surprisingly helpful. Anyone using this endless supply of sanitizer, in a container of your choice, doesn't need to worry about getting infected by gore or other indirect means. It won't stop a bite from infecting someone who's used this, but they won't need to worry about someone stumbling into a pool of infected blood or getting covered with detonated zombie remains. Infections travelling through other mediums seem to be completely blocked as well, even if it's just quickly sprayed onto the hands and an infection somehow starts travelling through non-physical means, a feature you might want to protect against when a Quantum Virus is involved. It's also entirely effective on more mundane diseases and infectious materials, so it might be a good thing to use outside of a zombie apocalypse too.

200 – **So You Wanna Survive** – It seems that somebody made an instructional video for this disaster, which might both be a source of much-needed levity in such a dire situation and some very useful information. This is an amusing if somewhat amateurish video of the locals showing you how to deal with major problems that you are facing within a Jump or that you might reasonably encounter while there. If there's nothing that this would apply to, this video will default to 'zombie apocalypse'. Thanks to editing, it will show the names, nicknames, skills and one trait of those who participate in these videos, which might be useful should you run into them at some point. Despite the humour and limited production values, these will always have some very useful information that could very well save your life or that of others.

200 – **Portable Shower** – Step two in a zombie apocalypse is hygiene. Zombies are attracted to the smell of human flesh, so the less pheromones you give off, the better. This portable shower, complete with its own source of water, completely removes the scent of anyone who uses this for 24 hours, no matter what activities they might be getting into. It's also rather useful for cleaning off blood and gore and won't cause problems with features like cybernetics that might not usually react well with soap and water.

400 – **Iron Gauntlet** – Step three in a zombie apocalypse is always aim for the head, it's the only way to reliably kill a zombie. This might help if you only have a harmless dart gun on hand otherwise, and while it's not a full suit like Stark's, it's still capable of stopping a bullet at point-blank range without damage to it or the wearer. Just be aware of bites, as it doesn't cover much past the wrist or your knuckles. Concealed as a wristwatch until it is activated and containing a tiny Arc Reactor, it can unleash a blinding flash of light or ultrasonic pulses

to disrupt and disorient enemies, though this may be less effective on those with superhuman capabilities. Like many of the Iron Man Armours, this is also capable of firing repulsor blasts, though curiously enough these ones are noticeably more powerful and accurate if you say “blam” or something similar when firing them.

400 – **Web Formula And Shooters** – It might be a bit less of surprise that one of the few heroes to survive the zombie outbreak was the relatively inexperienced Spider-Man when you discover just how versatile this stuff is. Considering the situation, they probably won’t mind that you’ve gotten hold of samples of their most notable capability and a way to use it, though they might be surprised to find your supplies of the former keep being replenished. While you probably lack the agility, coordination and other capabilities of Spider-Man, the Web-Shooters are surprisingly intuitive to use, and you won’t have to worry about setting them off by accident. The tensile strength of this webbing has been described as off the charts, strong enough to subdue super-soldiers while being capable of stretching a considerable length without breaking or tearing, and in the right hands can be used in anything from aiding mobility to suspending heavy objects. The formula can easily be modified to conduct electricity differently or alter their rate of dissolution, which could be useful if you’re trying to make structures that last longer than the default two hours. The Web-Shooters themselves are a pair of wrist-mounted mechanical devices like a bracelet with a trigger pad in the middle of the wearer’s hand that can be activated by their middle-most fingers, allowing the webs to be sliced off or connected as needed. With some time and practice, you could figure out how to make and use a huge variety of web shooter combinations, from Web-Grenades to Taser-Webs.

600 – **Mind Stone Frequency Emitter** – Curiously enough, the Mind Stone seems to emit a sub-frequency that is not to the liking of those infected with the Quantum Virus. As just handing over one of the Infinity Stones might be a bit much even for this much CP, this is an artificial one without the other capabilities of the Mind Stone. Like the actual Mind Stone, this one can deter those infected with the Quantum Virus and targeted exposure could potentially be used as a cure to the condition given some time and experimentation. To make this somewhat more useful outside of a specific zombie apocalypse, you will find that this one can deter other zombies and similar mindless creatures you could find elsewhere, even if they weren’t caused by the same Quantum Virus or have an entirely different nature, and even completely shut them down if you can find a way to put enough power behind it.

600 – **Sanctuary** – Just when you thought things couldn’t get any worse… well, fortunately, you don’t *have* to go to Jersey. Instead, you can hang out in a safe refuge of your own, quite possibly literally if you decide for your base to be held up above the ground by webbing. Whatever form this location takes, it is guaranteed to be somewhere that zombies and other mindless creatures can’t reach, and you have some resources to help you survive and even work on a cure. You’ll even be able to receive messages from any other survivors and be alerted if any are in range to rescue. It might be in a remote location far from where any of the infected would be, located somewhere that they can’t reach like being suspended between buildings, or even have an active barrier keeping them out like the one over Wakanda. Just bear in mind that this protection is only guaranteed against mindless beings and zombies, as those who still have minds or have been infected but not turned yet could

still find a way in. Zombies acting on their own aren't usually the cause of the survivors' bases being overrun in all those zombie films.

Monster

100 – **Takeout** – What you have here is a regular supply of fresh… food. It will always arrive properly wrapped, warm if desired, and sedated if necessary. You could keep it all for yourself or share it with others who might have a diet that isn't generally approved of. You would be able to keep all manner of undead or monstrous creatures docile if they are regularly fed with this and won't need to worry about mess or any digestive issues resulting from these meals.

100 – **Avenger Mask** – It might only be a cheap plastic mask, the sort of thing that might be used for a party and is very clearly a mask, but it's so obvious that it can cause others to overlook other highly visible features you might have. While they might immediately realise that you aren't Iron Man, they will at least briefly overlook the fact you have visible rotting flesh. It might only be for a moment or two, bit it might be all you need to close in for a quick bite.

200 – **Convenient Concealment** – Sometimes you might need to hide your presence or true nature. Sometimes you might just want to be mysterious or take people by surprise even if you aren't trying to eat them. Whatever form this takes will be appropriate for the environment, and could be shadows, mist, conveniently placed obstacles or even bright lights, and will be able to conceal your presence and nature for at least a short time.

200 – **Zombie Hoard** – Do you want some help kick-starting a zombie apocalypse, or just want a large number of the living dead for some reason? Here's a few thousand zombies that you can command, easily enough to swamp an entire street with hungry mobile corpses. You don't need to worry about feeding and looking after them, and if you or your Companions don't happen to be zombies as well these ones still won't try to harm you. Just bear in mind that being largely mindless undead they're not particularly well coordinated or skilled, and while being significantly more resilient than the average Human, they're not really a match for extraordinary figures you might find here. Not individually at least, as quantity has a quality all of its own, and a few thousand zombies could very quickly become many more if you put them somewhere they can infect others.

400 – **Super Zombies** – It seems that even the most extraordinary people aren't always immune. What you have here is your own team of zombified superheroes, or supervillains if you'd prefer, now following your commands even if you aren't undead. While they are rather obviously zombies, they have retained all of the power and skill they possessed when they were still alive, and still coordinate with each other surprisingly well. While this is only a relatively small group, having flying, teleporting or size-changing zombies could infect vastly more people and cause far more damage than just relying on the more mundane variety of zombies. In future Jumps you can choose to swap this group out with a zombified version of any applicable superhero or supervillain teams.

400 – **Bait** – In disastrous circumstances, desperation can be deadly and hopes can tragically be proven false. This is a seemingly safe location, such as an abandoned military base in the wilderness or a fortified building in a ruined city, that you can choose to hold a particular lure. It might be a broadcast promising safety, signs of a cure, or something else that will

convince survivors that they can find what they seek here. This perceived refuge is in truth a trap, not only containing areas in which you can contain previous victims and hide your own activities, but easily luring even the most alert of survivors into a false sense of security. Remind them that their overconfidence is a slow and insidious killer.

600 – **Satellite Network** – Though you might be able to find a way to use this to expand the reach of the Quantum Virus still further, it's actually intended to counter such things. As well as acting as a perfectly concealed, unblockable and unhackable communications network across not only an entire world but an entire Jump, it can be used to transmit practically any frequency, wave, or other feature you can find a way to upload or link into it. If you had the Mind Stone, you might be able to broadcast a wave curing everybody infected with the Quantum Virus at once.

600 – **Jumping Virus** – It seems that your peculiar interdimensional nature has interacted in some very strange ways with the Quantum Virus. Rather than being infected by the virus, it's almost as if the virus has been infected by *you.* While it will still transform others infected by it into zombies in the same way the other strain of the Quantum Virus does, this one creates a hive-mind that you will have conscious control over. This strain is capable of spreading and infecting anything biological, or close enough to it, that it is capable of getting inside, regardless of their usual resistances or immunities to such things. If it's close enough to living, you can make it into one of *your* undead.

Usurper

100 – **Personal Armour** – While this is just as protective as modern military armour, it might not look quite the same as standardised equipment. The design is up to you, perhaps inspired by an anime character if you happen to like anime, but it will somehow be considered an acceptable uniform regardless of its appearance. In addition, regardless of its appearance it will somehow be able to store any amount of ammunition you need, not generating it but essentially having infinite storage for ammunition.

100 – **The Right Hook Ups** – It's often not *what* you know that's important, but *who* you know. You happen to know quite a lot of people, having contacts with black market weapons dealers and other similar figures that could help with obtaining things you typically aren't allowed to have or getting to places that you aren't supposed to go. Regardless of how these figures might be with other clients, you can be assured they will be discrete and uphold their end of any bargains you make with them.

200 – **Sonic Gun** – Stark R&D is no joke, this sonic taser thing is legit. Not only can it incapacitate people as tough as those who have taken the superhuman-inducing Heart Shaped Herb, but it will affect any target hearing it, bypassing even advanced defences like vibranium weave armour. At closer range, a focused pulse can be lethal.

200 – **Secret Remote** – Sometimes you can't just rely on others or good timing and need to trigger things yourself. Doing so discretely might be a problem, as it could be rather obvious that you pressed a button just before something happened, but that's not the case with this tiny device. Only the size of a key fob at most and with a single button, you can use this to trigger anything you've set up in advance. It could be a command to delete something on a computer, an override to activate something, or even a signal sent to others, but the use of this device will be unnoticeable and undetectable to anyone else even if it should be noticeable or being monitored for. Nobody else will ever realise you have this on you either, overlooking it even if you were scanned and searched.

400 – **An Offering Of Justice** – You can always arrive with a gift. This one's been wrapped for you, and when you or others open it the contents will come in useful in getting you or others into places and be well regarded by the locals in doing so. It might be something that was stolen from them, or even the corpse of someone that caused them problems. The contents won't actually *be* anything other than more wrappings until it's unwrapped by you or others you want to receive the gift, so you won't need to worry about a corpse you intend to hand over attracting attention from officials or insects while you're still transporting it.

400 – **Heart-Shaped Herb** – This is a small sample of both the plant, and the fully prepared solution, as well as instructions on how to use the solution and turn the former into the latter. The glowing purple substance will grant anyone who imbibes it the speed, resilience, agility, instinctive awareness, endurance, and strength of the panther. This would usually involve a short ritual that briefly transports the user's spirit to the Ancestral Plane, but as this might be an unwanted feature or could cause some confusion, the instructions include details on how spiritual journey can either be skipped or the process altered to cause the

user to temporarily commune with the dead in their own culture. There is also a serum that strips away the capabilities of the herb, should you require it.

600 – **Vibranium Force Shields** – Explorers have searched for the Golden City for a long time, but largely failed to find it. In part this was due to looking on the wrong continent, but it was also because the Wakandans used vibranium to develop technology more advanced than any other in the world and used it to hide their achievements. You now have your own force field setup, which creates both a holographic covering to conceal what is covered and a physical barrier capable of repelling a substantial amount of force. You can decide to have this set up over any area up to the size of a city that you already own to hide and protect it, or available in a way that can be quickly and easily deployed to an area you designate later. Bear in mind that while it will block any unauthorised transmissions trying to pass through it, including attempts such as teleportation, forces of sufficient cosmic power could still be used to bypass this defence.

600 – **Iron Army** – If you ever needed a lot of firepower to aim at an entire country with the aim of removing it from the maps, this is probably a good choice. This is an army of Stark Liberator Drones, a vibranium powered and coated robotic army that operates via a hive matrix allowing communication with each unit in real time to maximize strategic efficiency. While they don't fly or possess self-destruct features, they do possess heavy machine guns and explosive launchers. By analysing fighting styles they are capable of adapting to the moves of opponents, though this can be countered by fighting in a different manner. The army can be remotely controlled in real time by a Drone Command Centre included in this purchase that can also store, repair and maintain the drones. The Drones have a backup automated combat routine and transmitters should this control be disrupted, but when relying on this the drones are not nearly as effective in combat. Maybe you can figure out how to use some sort of AI to control them all instead, and use the Liberators to bring peace in our time?

Partier

100 – **Endless Mug** – It never runs out, you try to drink it all but you can't because it's MAGIC! This doesn't need to be alcoholic and can instead provide a supply of another mundane drink, such as endless chocolate milkshake. Should you get tired of one drink, all you need to do is deliberately pour it out with the intention of emptying it and think of your new preference the next time you pick it up with the intention to drink from it.

100 – **Tattoos** – You might want something to mark an occasion, so why not something that you can mark on yourself and the others involved? This kit allows quick, painless and removable tattoos to be applied, with a variety of designs for you and a significant other… or multiple significant others, if applicable. Not only do they look rather good when applied, being a case of thinking of a design and pressing the needle against what you want to mark to instantly apply or remove it, but when looked upon they can easily bring to mind any occasions you would look back upon fondly. Curiously enough, this kit works on any sort of body type or material, so you don't need to worry about bulletproof skin or something stranger preventing you from using or removing these.

200 – **Disco Dance Floor** – Music is an integral part of many good parties, so it would be a shame if you didn't have any of your own. This has you covered, containing a collection of all the popular music that you might find within a Jump, and suggestions of what to play for any particular gathering. The setup is equally impressive and easy to install, simply placing the case in the location you want to be covered, up to the size of a large stadium, and includes speakers and all sorts of lighting effects that you can pre-program or coordinate from the controls. While this can't be weaponised, you can be assured this won't be causing any damage to sight or vision, even for those with particularly sensitive senses. If you're not up to it, there's even a skilled DJ that materializes when needed and vanishes once more when not.

200 – **Release The Foam** – This is a small microphone on a metal stand, the sort of thing that could fit on a desk. Not only does this interact with any sound systems you might have, allowing you to be heard over any racket you or others might have created, but when the command 'release the foam' is said into the microphone, a large amount of foam will abruptly be released from the ceiling of whatever room you are in. If outside, it will somehow fall out of the air. This is entirely harmless, won't cause those affected to slip or choke on the substance, not even messing up hair or clothes unless those affected want this to occur, and will vanish without trace when the command 'remove the foam' is given. This is primarily for entertainment but could plausibly be used to extinguish fires.

400 – **Backward, Backwater Planet** – One not even Heimdal pays attention to. No, this isn't Earth, but it is a place where whatever you and others are doing won't be noticed unless someone here deliberately tries to draw attention to the place. There's not much else here though, so if you want to encounter anything interesting, you'll have to arrange that yourself. In Jumps where the main events take place on a much smaller scale, you can choose to have this downsized appropriately, such as being an abandoned warehouse or a largely uninhabited wasteland.

400 – **Learning Is Magic** – The ability of people to learn certainly is, even in this quickly improvised classroom. It might just be a few boards, cushions for seats and something to write on the board with, but by using it you could teach people very complex things in great detail in a very short amount of time, and not only would they remember what you teach but they would perfectly understand it. This is best for theoretical matters rather than practical training; you don't want too much running around in the classroom. If you happened to be on an educational and cultural exchange this would be ideal… all it lacks is something suitable to actually teach an audience. That's on you.

600 – **Hammerang** – Whosoever holds this hammer, if they be worthy, shall possess the power of Jumper. Which powers, and worthy in what way? That's up to you to decide, as well as the general design of this powerful weapon so long as it recognisably remains a hammer. Forged from the special metal Uru in the heart of a dying star, it can be used in a similar manner as Mjolnir, helping you to control your powers and focusing them while it is used, as well as letting anyone you have designated worthy of wielding it any powers you have. You can alter whichever powers these might be, and how this worthiness is determined, at will whenever you wield this hammer. Finally, not only does it seem to be significantly more effective when used against those trying to disrupt or shut down whatever fun you are having, but if placed atop someone it can hold down those you deem unworthy of using it no matter their power or abilities. Just don't leave it lying around unsupervised for too long, even if nobody else can use it someone could still decorate it in a way that would embarrass you once you call it back to yourself.

600 – **Panic Montage** – Sometimes, you need to get monumental tasks done within a very short amount of time or face terrible repercussions. Possibly literally, if you happen to have defaced or damaged any monuments. In such circumstances, you'll want to activate this, taking the form of a recording on any device you might have, or defaulting to something physical like a tape player if you don't have one. This can be triggered once-per-year to turn what you are doing into a rapid-paced montage. While the processes involved will still happen, what would realistically take hours, days or even weeks can be done in a matter of minutes, accompanied by a jaunty tune that will become increasingly frantic as whatever deadline you are facing grows closer. You need to genuinely be working as hard as you can to do everything 'in time', but it will now be possible no matter how much time you actually have, so long as you would actually be capable of doing it normally. You can't use this to accomplish something that would be utterly impossible for you to do even if you had enough time.

Destroyer

100 – **Decoy** – Having something vital to your plans be taken by your enemy, even used against you, could be ruinous. But you have more vision than some and arranged for a decoy. This is a copy of something that you already have that you know your enemies will go after, giving you the opportunity to fool them into going after the useless copy. While it defaults into the form of a large metal box, simply looking at it and deciding what it is you want it to be a decoy of will cause it to take on an appropriate form. All sensors and means of detection and analysis will register this as the real thing, despite it not really having any of the properties or functions of the original, and not having any other use than as a distraction from the real one. You will always be able to tell which is the Decoy and which is the original, so you don't need to worry about being fooled by your own trick.

100 – **Cape** – You might want to feel more impressive, or just mock an old enemy. Either way, now you have a cape in a design of your choice. It can instantly attach to any clothing or armour that you have, won't get in the way or be caught on anything, and you can choose for it to billow in an impressive manner even if conditions aren't viable for it.

200 – **Map Of The Universe** – Worlds that need… you? You might lack the ability to perceive an entire universe, but why miss out on the opportunity to visit the rest of it? You'll still need some way to reach it all, but this is a detailed map of the entire universe you are in, updating should you somehow find yourself in another universe. It will specifically note any areas of particular interest to you and whatever purposes you might have.

200 – **Interstellar Relay** – Whether you're coordinating a universe-eradicating army of drones or just want to keep in contact with the locals, this could be quite useful. It allows instant communication within the observable universe, transferring any amount of information instantaneously across any distance within its range. If you can't make contact with someone, either they aren't available, or they've somehow left the universe. This one can't be detected or affected by anyone else, if you might be worried about someone hacking into it.

400 – **Code Red** – Not every world will have a convenient way of accessing its entire nuclear arsenal at once, but why let that get in the way of laying waste to the planet? These codes are special, bypassing all safety features intended to stop the unauthorised use of such weapons. Even systems that aren't interconnected and would normally require people in place to activate different parts of it or can't normally be activated without specific codes or conditions can still be triggered. Even if a satellite network that should be needed to launch the nukes was taken out, it would still be too late for anyone else but you to stop it. The possible downside to the unstoppable apocalypses you could unleash with this is that the effect is indiscriminate and will cause as much widespread destruction as possible with the triggered weapons system, though if you don't care about preserving part of the world this might not be a downside at all. In other Jumps, this can be used on whatever equivalents to nuclear arsenals there might be, up to and including any superweapons you might find. You might want to make sure that you can survive what you unleash before you use this.

400 – **Ultra Lance** – This double-headed spear is not only very durable, but it can focus any power you might have, greatly enhancing the effects. It can also be linked to any power source you might be using, turning either your own power or that of which you are using into destructive blasts that are only limited by the extent of whatever power you might focus through it. If you could generate enough energy, through either your own power or via something you had claimed, you could unleash attacks that could destroy entire planets or more with this.

600 – **A Suit Of Armour Around The Jumper** – If your body isn't made of vibranium, this could be useful. Maybe even if it is. This robotic armour is not only very durable against physical harm and will rapidly regenerate if damaged, but it has a limitless capacity for energy absorption. This makes using any attacks involving transferring energy to you without some physical way of delivering it utterly futile, so while a blast of lighting or even vast amounts of cosmic energy would be ineffective, you could still be staggered by a headbutt or other physical strike if you are only relying on the defences provided by this armour. Perhaps it could be a suitable vessel to wield objects of infinite power, or to defend against someone with the output of a star? While trying to drain something of infinite power might only stalemate such a force at best, those with more finite reserves or unable to recharge them as fast as they are depleted could find themselves rapidly drained should you get your hands on them while you are wearing this.

600 – **Peace Sphere** – This immense, metallic sphere with rotating parts in its interior can travel nearly instantaneously through space, being capable of interstellar teleportation, and should you have any other methods of transportation they can easily be incorporated or used to transport this vessel and its contents, in the event you find merely going anywhere in a single universe instantaneously limiting compared to your other capabilities. While it does not feature any weapons of its own, it does contain a vast army of Ultron Sentries capable of flying through space and atmosphere at high speed, which could quickly lay waste to entire planets whenever you unleash them. Should any of your Sentries be destroyed, you will find your forces rapidly replenished from within the ship. If you don't have the abilities required to command or multitask when such a vast force, you can give them simple directives to follow and be assured that they won't somehow misinterpret your instructions or carry them out in a way you would disapprove of. Bring about peace in our time, to every corner of the universe.

Searcher

100 – **Elegant Weapon From A Less Civilised Age** – You have a relatively simple but well-made weapon of your own, such as a bow and arrows. If you'd like something a little more up to date, you can choose to have them be modified to be as effective as possible, such as a customised bow that allows arrows to be drawn and let loose incredibly quickly with no loss of accuracy.

100 – **Robotic Limb** – Need a hand? Or maybe another leg to shake? This one easily and instantly attaches to any remaining part of a limb or where one would usually be, even without any sort of surgery, and can be detached just as easily if desired. If it is hit with enough force to break it, you can choose for it to just fall off instead. It's just as intuitive to use as an ordinary limb.

200 – **Bike** – Need to get around quickly and cars aren't suitable for your environment? This motorbike is fast, easy to use even if the driver has never driven a bike before, doesn't run out of fuel, and is surprisingly accurate and effective when used as a projectile. Should you want to deal with a threat without throwing your bike at it, you might find the daily replenishment of explosives that can be dropped behind the bike to deal with pursuers at the push of a button.

200 – **High Altitude Stealth Jet** – If you'd prefer not to rely on ground transportation or can't fly yourself but still need to get around quickly, this might be useful. Not only can it go high enough within an atmosphere to avoid a nuclear apocalypse, but it is hidden from radar and other means of indirect detection that don't involve looking at it. It's relatively quiet even if it's not invisible.

400 – **Invisibility Hood** – We could call it a cloak, but then it might be mixed up with the other one. This bit of kit works on eyesight as well as sensors, so long as you keep what you are trying to hide covered, though even if something is uncovered like sticking an arm out of it nobody will notice for a second or two. While it doesn't hide any traces you might leave, such as footprints in snow, this one will cause others to ignore or overlook any tracks you might leave while you are wearing this.

400 – **Trick Shots** – Whether or not your preferred weapon is something relatively simple, now you have a few more advanced features that can be used in combination with it. This could be specialised bullets, darts, grenades or arrows, depending on what weapon you intend to use them with. Whatever form the ammunition or attachments might take, it includes a variety of things from powerful explosives to nets, even deployable force-fields, all designed to be deployed from your weapon of choice.

600 – **National Pastime** – Ever seen Raiders Of The Lost Ark? This concealed and very large warehouse is a bit like that, and defaults to being hidden beneath an important monument or location of the country where these secrets were gathered. This could be the KGB Archives hidden beneath the Kremlin, or CIA Files hidden underneath the Pentagon. You can decide which country it applies to before the Jump starts or deploy it retroactively later on in the Jump. While getting to it might be a bit of a challenge, even if nobody else seems to

remember it exists, it will contain all manner of secrets about activities carried out by that country, such as details on the Red Guardian being found in the KGB Archives, as well as any information the country might have acquired somehow. Even if efforts have been made to entirely supress or destroy that information, there will still be a record of it here no matter how classified it might be. All the information here is in paper form though, as hard copies are harder to steal while code is slippery, and in situations where genocidal AI could potentially break into an electronic database remotely such a precaution could be a lifesaver. It does make it take much longer to find what you might be searching for, though.

600 – **Zola Copy** – It turns out that there was more than one surviving Zola copy left on Earth, and now it's in your hands. While you may or may not have any questions about who, what, and *how* this thing is, all you really need to know is that it's essentially an AI capable of getting into and assuming control over basically any computer system you give them access to. As you may be justifiably concerned about them turning against you or taking advantage of whatever situation you might use them for, this one is completely loyal. They can't be turned against you or reprogrammed to act against you or in a way that you would disapprove of.

Guardian

100 – **Hyundai Tucson** – Well, this is the sort of thing that makes you question everything. A red car that never needs refuelling and will share the durability of whoever happens to be driving it on the off chance you need to drift it through a crowd of robots without wanting to scratch it. You can probably work out some sort of advertisement deal with the car company if you use it frequently.

100 – **Extradimensional Pub** – Whether or not it's something of a metaphor, this strangely familiar and welcoming place now belongs to you. It's best not to try leaving without some sort of safe dimensional travel unless you want to get dragged into swirling yellow and black oblivion, but fortunately the purchase of this Item provides this capacity, though only to and from the Pub. It might be a nice place to meet up with friends or hold gatherings of new allies.

200 – **Alternate Dimension Delivery** – Were you wondering if there was a universe of Chinese food? Well, there is, and considerable cosmic multidimensional power has been used to ensure you can get takeout delivered to you at anywhere, anytime with this phone. Even the financial costs have been covered. If you'd prefer something other than Chinese food… you're dealing with a multiverse, there's plenty of other options to choose from. Just be aware it's going to be mundane food, not anything with special properties.

200 – **Arsenal Of An Absent Ally** – This is for them. Well, the weapon itself is for you, but you'll probably be using it on the behalf of the original owner. This weapon used to belong to someone you were friends or close allies with. While they aren't around, either in another universe, dead, or both, it seems that they've left as much an impact on this weapon as they did on you. For example, if the weapon was a bow belonging to a skilled archer, it would allow you to fire it as accurately as they could if they were still here.

400 – **Ultron Sentry Head** – If you were dealing with a certain dimension-hopping, reality warping genocidal AI, this could be quite useful. At least, once they've been defeated, as it allows you to hijack an enemy's equipment and technology once they have been defeated, or at least sufficiently disrupted such as being rendered helpless. This could let you get your hands on a very special suit of armour and its contents if you were in the right place at the right time, but at the start of each Jump including this one you can choose for it to be linked to a specific target's technology or equipment.

400 – **The Infinity Crusher** – How would you even go about destroying the… oh, this answers the question, sorry. The Infinity Crusher is a device designed to disintegrate the Infinity Stones into nothing, by using the power of the Stones themselves. This still requires getting hold of the Stones and putting them into the device, but you can be assured that this one will work on any version of the Infinity Stones. As this might have rather limited use elsewhere, you can also use this device to completely and harmlessly destroy things that should normally be indestructible, can regenerate, have their destruction rewound or undone in some way, or have some sort of cosmic importance. Though you might still have issues getting your hands on such things, particularly if others are wielding them, you will be able to use this to destroy them without any backlash or consequences other than having

the targets destroyed and unable to be used by anyone anymore. You won't need to worry about breaking space-time by destroying something fundamentally tied to it, or even more mundane explosions that would normally result from destroying the target.

600 – **Protection Spell** – You're welcome. Even if you don't have any sorcerous skill of your own, this still provides a sort of substantial overshield to existing defences and a boost to those it is applied to, allowing a considerable amount of damage to be soaked up and any physical strikes to have substantially more force behind them. This substantially enhances resistance based on what it's used on, so using it on someone with an actual shield will result in a vastly stronger defensive effect when they try to defend themselves with the shield, compared to just using it with just an unarmoured body. This can be spread amongst multiple people, which could be useful if you are trying to support a team rather than just deal with a problem by yourself. It even allows those affected to safely hold things like Infinity Stones that would usually cause problems for anyone not durable enough, just bear in mind it doesn't provide protection from any backlash from trying to wield them.

600 – **Multiplication Matrix** – It seems you've gotten your hands on a very potent, and very literal, force multiplier. Appearing as a glowing symbol of your choice in the air when you need to use it, this allows you to temporarily duplicate items, Fiat-backed or otherwise, as well as other attacks that pass through it. This would allow you to use multiple of the same weapon, projectile or even spell on one or more targets at the same time, each having the full potency of the original. If one Mjolnir isn't enough, how about a few hundred?

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. In cases where they have options to choose Perks from multiple Origins, you can mix and match from the available Origins so long they end up with only one 100CP Perk, only one 200CP and one only 400CP Perk from the available Origin options. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Opinionated Observer** (Free for Watcher) – While they might prefer to uphold a Watcher-like oath of non-interference, this figure is as interested in discussing what they've witnessed as they are in observing various events throughout the multiverse. They very much appreciate your presence here showing them the option to see more than just this particular multiverse, and they would be happy to join you on your journey. While they aren't as powerful as the Watcher, they do possess a low-level cosmic awareness that updates them on general background knowledge, making them a useful guide for the strange worlds you might encounter here and in future Jumps. They may or may not have a hobby posing as a mundane reviewer of works of fiction, which due to the nature of an infinite multiverse means they might be talking about actual events they've seen. If nothing else, they can provide colourful commentary for your own adventures.

200 – **Competent Combatant** (Free for Soldier) – Even if you could fight a war all by yourself, you might not want to do it completely alone. Fortunately, you have backup in the form of this close friend, who's ready and able to follow you into any battlefield and compliment whatever approach you usually use. Maybe you're better suited to be up close and personal with the enemy while they'll be providing sniper support, or maybe the other way around? In addition, it seems they have quite a knack for acquiring transportation whenever it's needed. Whatever happens, they'll be with you to the end of the line.

200 – **Practical Partner** (Free for Genius) – When you're busy building wonderous inventions out of boxes of scrap, it might help if you have someone on-hand who can focus on the tedious but necessary paperwork, not to mention keeping your other affairs in order and keeping an eye on your wellbeing. They're quite good at it, to the point you could delegate much of the running of an international business to them, and it wouldn't phase them. Whether they're a butler, secretary, a good friend, or all of the above, you can be reassured that there's at least one person who values you for more than what you have or what you can do.

200 – **Secret Saboteur** (Free for Conqueror) – Sometimes you might need more subtle forces, for when an army is too overt for a given task like gathering information, stealing classified projects or sabotaging the most desperate attempts of your enemies. Fortunately, you now have someone for that. Capable of disguising themselves and infiltrating any culture, be it just with acting or some very realistic prosthetics, this skilled agent and marksman is ideal for getting information and samples from the secret projects of your enemies and armed with some very powerful and near-undetectable explosives for more overt destruction of enemy efforts. Should they die, no evidence of their allegiance will be found on them, and unless you give them specific orders otherwise, upon capture they will quickly kill themselves with an unavoidably fatal cyanide pill inside a false tooth to avoid being interrogated.

200 – **Skilled Sidekick** (Free for Hero) – New recruit, or an old acquaintance? Either way, they're ready and willing to help out on your adventures and bring to the table a variety of skills that could make them particularly handy. Maybe they used to be a soldier or bounty hunter with extensive combat skills? Or maybe they're more of a manipulative, sneaky figure that prefers trickery to brute force. Either way, it seems your new helper had a bit of cybernetic work done to them too, and other than a few minor gadgets such as a camera and some visual augmentation, one feature you might find potentially find useful is an interface with the parts of their brain relating to memory. If you wanted to pull off some sort of gambit involving memory loss or falsification, it's certainly something you might want to factor into your plans.

200 – **Thoughtful Thief/Able Archivist** (Free for Criminal) – You have two choices to pick from here, clearly someone couldn't settle on only having one of a pair. Maybe you're the same? Either way, the first is an enthusiastic and energetic fellow as well as being a skilled lockpicker and pilot, making them ideal for both getting into places and speedy getaways, while the second has more of a medical focus along with a great eye for detail. The latter isn't quite so fond of risky endeavours as the former, but their cooler head and considerable organisational skills would make them a very suitable curator of any collections you might have, and very handy if any part of that collection needs to be taken apart and preserved.

200 – **Specialised Supporter** (Free for Spy) – While they're not *quite* good enough for extensive fieldwork and lack the commanding presence of a leader, sometimes it helps to have someone available who can deal with preparing and maintaining the equipment or being on the other side of a headset to support you while you're in the field. Aside from occasional muttered complaints about how a certain archer treats the computers, this IT

specialist can get into practically any Earth-based computer system with ease, though it might take them a little longer to adapt to the more advanced or alien systems.

200 – **Arcane Assistant** (Free for Sorcerer) – Not everyone can be the Sorcerer Supreme, but it is entirely possible for someone to be an understudy or apprentice. Whether or not you intend to teach them anything, or just benefit from having someone with a modicum of magical capability working for you, they are a quick learner and very good at helping to set up and double-check rituals that you might be carrying out. If you have any sort of library, they will quickly familiarise themselves with the contents and be very helpful when it comes to research.

200 – **Lucky Leftover** (Free for Survivor) – Maybe not the kindest title to give them in the midst of a zombie apocalypse, but they've survived seemingly due to sheer luck when better trained and more powerful figures have fallen victim to the hungry hoards. While they have a fair amount of experience surviving in various environments thanks to the zombie apocalypse, what you might find more useful is their knack for surviving and escaping in seemingly impossible odds. It's quite a fortunate trait, considering they also have a tendency to be focused on by mindless creatures such as zombies even when there are more accessible and visible victims.

200 – **Capable Conspirator** (Free for Monster) – Someone seems to have sympathy for the Jumper… or maybe it's something else? Either way, they're surprisingly willing and able to assist whatever endeavours and work to provide whatever needs you might have, even if such things might usually be considered reprehensible. They're rather good at covering up their involvement in such things too, to the point they could pass a mystical test of worthiness and seem like a paragon to others despite their activities on your behalf. Not only are they incredibly dedicated to you, well beyond the point they probably should be, but they will always start off a Jump in a position where they could best support you in such a way. If you needed somewhere out of the way of prying eyes for your hobbies, they might somehow own an abandoned military base that would be difficult for others to stumble across, or if you needed specific… *supplies* they might start off in a trusted and influential position to acquire them for you.

200 – **Loyal Lackey** (Free for Usurper) – It's unfortunate, but when you are ambitious enough to betray those who would call you a friend for your goals, it can be hard to trust anyone else lest they be willing to do the same to you. You've managed to avoid this dilemma in this case, finding someone who's ambitions are limited to helping you fulfil your own ambitions. They're so dedicated to you that they'd be willing to take on the blame should any of your own crimes be uncovered, and they have quite a lot of skill when it comes to forging and disposing of evidence.

200 – **Helpful Host** (Free for Partier) – Do you have a need to throw a party, but nowhere to hold it? Maybe your parents aren't keen on the idea, and you need to do it somewhere they wouldn't be likely to notice it. Well, this friend of yours can arrange a meeting, the venue, the menu, and seating for any such special events. Something on a particularly vast scale or with a very specific range of requests might take them up to a year to set up, but once they've had enough time it will be everything you've asked for and very discrete regardless

of what goes on. They've got quite a lot of skill when it comes to a variety of entertainment, such as acting as a DJ or musician, and have a staggering range of contacts in the field that they can reach out to.

200 – **Willing Weapon** (Free for Destroyer) – Maybe they believe you will spare them, or perhaps they don't care about their own wellbeing as long as they get the opportunity to help destroy everything else first. Either way, this powerful warrior has sworn themselves to your service, and will happily assist in any atrocity you might want to carry out. They really have quite a knack for causing wide-scale destruction and demoralizing your enemies, collateral damage skyrocketing when you involve them in your battles.

200 – **Skilled Scouter** (Free for Searcher) – Oh, good, they were looking for a reason to keep living. Maybe you can provide more than one? Not only are they an expert at surviving and navigating in the most inhospitable post-apocalyptic conditions, but they are so improbably skilled with one supposedly primitive weapon of your choice that they can easily outdo opponents that would overwhelm small armies with more advanced equipment. Up against an army of robots? You'd be surprised what they could do with a bow and arrows.

200 – **Grateful Guide** (Free for Guardian) – Huh. Looks like you aren't the only person around here wandering across dimensions, though in their case they've only been skipping around the local cluster of realities. You ran into them in a spot of trouble, and since you not only helped them out but showed them that reality is even vaster than they thought, they like the idea of accompanying you on this journey. They'd be happy to show you around a few interesting spots while you're here, and they're sure to find places you'd like to visit in future Jumps. Their method of travelling involves seemingly shattering reality in places to create portals to walk through, and while they occasionally have issues with accuracy, this approach seems to bypass all sorts of protections, barriers and methods that would usually detect or prevent dimensional travel.

200 – **Variant** – Are the above options not enough? Can't quite find the sort of new Companion you're searching for? Maybe you want a different version of a character you already know? Consider this the opportunity to ask *What If* about someone and get not only an answer, but them as a new Companion. A Tony Stark who somehow became Sorcerer Supreme? A Peter Parker who was bitten by a radioactive lizard? A particular version of Loki? An alternative version of a Companion you already picked up from somewhere in the MCU? Maybe even the MCU equivalent of someone you know exists in the wider Marvel Multiverse? You have practically infinite options to choose from here.

400 – **An Evil Twin?** – No, that's not a mirror, and they may or may not have a goatee… but like many stories featuring multiple dimensions, you've encountered your own counterpart. Maybe evil, certainly your opposite, but curiously enough not opposed to you. This doppelganger is quite interested in accompanying you on your Chain when theirs ended, in no small part due to their tendency to work alone. While they are willing to help you out, seeing the flaw in their previous approach, there is a certain degree of selfishness in their choice, as they'll be receiving mirror-versions of any Perks and abilities you might acquire, and already have counterparts to any you do have. For example, if you already picked up an immunity to fire, they might have gotten one that granted an immunity to ice, and if you

acquire a Perk that makes you particularly good at forming alliances then they'll be given one that makes them particularly good at breaking groups apart.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Who If?** – Different people stepping into the roles of others is something covered in many *What If* stories. Even here you can see what would have happened if somebody else became Star Lord instead of Peter Quinn. If you like, and you can justify it with your Starting Location, Origin and Perks you took here, you can take the place of a suitable character, either replacing them entirely or just taking their position so they're still around in a slightly different role. You can't become those whose abilities or nature clearly aren't available in this Document… unless you picked up Perks elsewhere that lets you ignore that, in which case go wild.

0 – **Why If?** – An… unusual choice, but if you like you can completely forget everything about Jumpchain while you're here and just treat your previous adventures as travelling through different realities. This doesn't actually change anything, but you'll forget exactly why you have any of your Perks, Items and Companions. You could use this as a somewhat fresh start, or to ensure nobody else here learns about the Chain should they manage to get into your head.

0 – **Fanfic Toggle** – Are the official *What If* stories not enough? In that case, you can ignore any Canon events to the series and instead use any fanfic of this setting that you did not make as the basis for events in this Jump. This Toggle cannot be used to make the setting any safer, and you won't be benefitting from any changes in power levels caused by this Toggle. You also cannot acquire any Companions, abilities or items that are not plausibly available in normal Canon. Tracking down a story where the DC Multiverse gets involved might make things more interesting, but you cannot really benefit from it other than getting a different story out of your time here.

0 – **Comics Toggle** – This might actually make things a little more dangerous, as this MCU Multiverse is now part of the wider Marvel Multiverse. This can be combined with the Continuity Toggle, should you want to carry on where you left off in another Marvel Jump that isn't part of the MCU.

0 – **Continuity Toggle** – Have you visited the MCU before? If you have, you may continue as if those events took place within this Jump. If there is a subsequent MCU Jump you want to go to after this one is completed, you may do so. While the Multiverse gives a lot of options and outcomes, if you're sticking to familiar dimensions then you'll need to bear in mind that what occurred in previous Jumps, this Jump or future Jumps may vary from what you would expect due to your presence and influence.

0 – **A Shorter Story** – Well, not all stories last a full 10 years, and it would be a terribly dull one if you somehow ended up not doing much after your initial adventures here were over. As long as you have survived these adventures, you can now choose to end the Jump once the events of the What If series have concluded rather than staying longer, so long as you do not have Drawbacks that would be avoided by leaving at that point, or other conditions

enforcing a longer stay. If there are any specific enemies coming after you due to Drawbacks, or conditions you need to meet, you'll need to deal with them first before you can use this early exit option. Can't have a good story end without wrapping up all the loose endings, can we?

0 – **I Was Thinking I Might Extend My Stay Here In This Jump** – For how long? A mere 10 years might not be enough. You can stay here as long as you like past the 10-year deadline, which might be appreciated if you have a lot to do. There's certainly a big Multiverse to explore here. Just make sure you have the lifespan to match your spirit of adventure.

0 – **What If… There Was A Different Problem?** – Not fond of some features of the Drawbacks or Scenarios you take? Maybe you've found different versions of *that* person before and want to face someone new? Well, in an infinite Multiverse, that can be arranged. When there is an applicable alternative character to one specified in a Drawback or Scenario, you can swap them out. The limitation to this is that they can't be a *lesser* threat or any easier to deal with. It's more of a palette swap for the sake of variety and an interesting story, not a way to change the difficulty. You wouldn't be able to swap out, say, an evil Sorcerer Supreme Doctor Strange with the mundane Thaddeus Ross, but a version of the Ancient One that has somehow been fully possessed by Dormammu might be suitable.

Variable – **What If… It Got Worse?** – This is how you get the Bad Ending, Jumper… but maybe you want more of a challenge? With this, you can *enhance* Drawbacks to give you more points in return for making them worse. You can only get up to 600CP in total from a single Drawback, so any further difficulty after that point is just bragging rights if you manage to survive… but it might be worth it just for that, so feel free to do so. This works in increases of 100CP, adding additional complications, making existing complications worse, or adding limitations to ways you might be able to deal with it. You can't use this to somehow make the Drawback *easier* to get around, add complications that are just as easy to get around as the weaker Drawback was, or deliberately make it worse for *anyone else* while you aren't unaffected. As a general guide, 100CP Drawbacks tend to be minor annoyances, 200CP Drawbacks actually significant problems, 400CP Drawbacks major challenges, and 600CP Drawbacks putting you at serious risk of death and Chain Failure, possibly having conditions you need to meet to avoid Chain Failure. It could certainly result in some very *interesting* additions to 100CP Drawbacks to make them realistically capable of making you fail the Chain, like making you lethally vulnerable to papercuts and ink poisoning if it would normally just mean you have a lot of paper to deal with.

Variable – **What If… It Wasn't So Bad?** – Then again, not *all* stories get worse for *everyone* because of a small change. With this, you can *limit* Drawbacks, making them less harsh but giving up points from them in return. You can only reduce this to the extent that a single Drawback would give you 0CP, no looping around into *giving* you CP, but at that point it's more of a Toggle option with no real impact. This works in increments of 100CP, removing complications, making existing complications less severe, or changing limitations to ways you might be able to deal with the problems within the Drawback. While you might be getting less CP out of it, it could make a seemingly impossible Drawback a little more palatable to take. 600CP Multiversal War between your Variants with collateral damage you can't survive? You could make it into a game of Multidimensional Tag by reducing it to 0CP.

100 – **Critical Viewing** – Watchers as a whole have a policy of non-interference, and while most keep to this rule it seems that at least a few are skirting the lines. Specifically, a small number who are observing what you're up to. Not that they plan on interfering, helping, or leaving you alone, as acknowledging you know that they're there might lean too close to interfering, but you can hear them commenting on everything they observe. Their critique varies between them, but it will never be helpful.

100 – **…Always Go Duck** – Howard the Duck keeps inexplicably showing up, even in places that they shouldn't have access to like your Warehouse. It's the same version no matter what universe you end up in. While he won't cause any real problems, other than any alcohol you have mysteriously disappearing after every visit, he won't exactly be helpful during these visits either.

100 – **Tummy's Getting Rumbly** – You're no Volstagg the Voluminous, but you do have quite an appetite, and need to eat large amounts on a regular basis. At least your body is adapted to this, so you won't need to worry about keeping to a particular diet to avoid putting on weight. Unless you want an extra 100 CP, in which case you *will* need to worry about what you eat as this safety net and other means of avoiding the consequences of overconsumption are negated.

100 – **I Propose A Toast** – Everyone else will propose you *don't* do this. You're not a motivational speaker, even if you think you are. If anything, you're a *demotivational* speaker, and whenever you try to cheer people up or boost morale it has the opposite effect. You'll never realise this, but it might dawn on you eventually that you keep getting interrupted whenever you're doing a toast or making a speech to improve morale.

100 – **Not You, Jumper** – Expecting to get selected to join other groups of extraordinary people? Now it doesn't matter how brilliant you are or how fancy your suit might be, but you'll be overlooked in favour of others when it comes to recruiting people for teams and events. It doesn't mean you're barred, it's just that the invitation for such things will never be given to you. You'll have to seek them out and ask, and probably go a little further in proving that you're suitable than you would normally need to.

100 – **How Did I Not Know That?** – Whether it's part of your name that you're not fond of, an old haircut or even a particular hobby, you can expect those closest to you to somehow find out embarrassing secrets about you that you'd rather keep to yourself.

100 – **I've Actually Met You Before** – You'd have thought that others would have questions about who, what or how you are… but turns out, not really. They might have met you before, or a copy of you, it might be a long story, but people are quite familiar with you and your background already, even if they don't know your capabilities. You'll probably seem to be a lot less impressive and mysterious to others than you think you are.

100 – **Your Jump-Chan Never Heard Of PDF's?** – Apparently not, as all records and information you might have are now in a somewhat disordered state in physical form wherever possible, like paper files in your Warehouse. If you somehow don't have enough space in your Warehouse for all of this, you'll find a door inside your Warehouse leading to a

larger, poorly lit one holding it all in cardboard boxes. Hopefully you never have to find something in a hurry or lose motivation before going through all the boxes.

100 – **Puns Aren't Really My Style** – And yet you keep trying. Maybe you're trying to fit in with everyone else here? Your now-frequent attempts at humour are going to be poorly received, either because they don't work or because they are very badly timed.

100 – **Look Who Came Waddling Back** – While what happens in Vegas usually stays in Vegas, this is one of the exceptions. Whether Las Vegas was involved or not, at some point during your stay here you will impulsively enter a relationship, only for it to effectively end after a short time. Afterwards, it will become incredibly awkward, and you're guaranteed to run into the other participant at least once more during the Jump. It might have been a close friendship that turned sour or something else, but further interactions will be uncomfortable. Maybe you can patch whatever you had back up, but it's going to be difficult for all involved.

100 – **Jumper, Right Now You're Running At An Eight** – Most people will want you to take it down to a four, because your enthusiasm and energy is a bit much when they're trying to focus on other things. At least you will probably get along well with most versions of Darcy Lewis… though this sort of interaction might be a bit much for anyone else.

100 – **Yes, I Know This Is The Parks Department** – Avengers… probably unavailable. You have considerable difficulty in ever contacting the right people for a job or particular problem. The people you're trying to find might be elsewhere, you might have the details to contact them, or you might have no idea of who to call or how to get in touch with them. You might even be passed over to someone else because you're not being taken seriously. Trying to warn the government about a possible alien invasion? At least you'll be able to talk to the Parks department, though they're likely going to be confused.

100 – **Isn't There Something You Can Do?** – With great power… comes many people wanting you to be responsible. Even if you don't particularly want to help, people will keep trying to contact you for help instead of the suitable alternatives. Sure, you might be able to do *something* about a possible alien invasion, but shouldn't they be talking to S.H.I.E.L.D. or something similar instead of you?

100 – **So Tiny! I Almost Stood On You** – You're short, and not just in comparison to a muscular Asgardian. It wouldn't be unbelievable that some people could step on you by accident, as no matter what your species is or what your normal size should be, you'll somehow be half that expected height at most. This somehow doesn't make you any weaker, but things like getting through crowds are going to be a bit more difficult.

100 – **Please, Jumper Spends 10 Million Dollars On A Slow Tuesday** – You do *have* at least 10 million dollars, don't you? You might not for long, as you now have a significant gambling problem, which is going to impact your finances no matter how wealthy you are.

100 – **Do I Really Have To Be Wearing This?** – You're stuck wearing a shirt that is embarrassing in some way. It might be a garish colour, or it might have a message others

consider amusing but you don't like on it. This doesn't stop you from wearing other armour or equipment, but it will re-appear on top of those things. While you can remove it deliberately or through damage, it will re-appear on you intact within a few seconds. If taken with *Uh, Hello? Anyone Got Any Clothes?* this will be the first bit of clothing you find.

100 – **Price Is… What?** – Do you not interact with other people very often? You're certainly unfamiliar with popular things. You are noticeably out-of-touch with other people and don't know things that almost everybody would be expected to know, like not knowing about a popular game show. It might not be a problem, but you might feel that conversations get a bit strange when other people make references to things that you have no idea about but feel like you should.

100 – **Wonderful. You're Cryptic** – Getting a straight answer out of you might require literal magic, as even when you are genuinely trying to help your advice comes across as something akin to riddles or being pointlessly cryptic.

100 – **Aren't You A Sight For Sore… Eye** – Sorry, couldn't resist. One of your eyes has been removed and replaced with a very noticeable cybernetic one. While perfectly functional, it won't feel natural to you, and anyone who sees it will be compelled to make eye-related puns.

100 – **Take A Louie** – You're speaking… something vaguely resembling an understandable language, but some of the terms will seem completely alien to most. Maybe it's some sort of regional dialect? Howard the Duck would understand you perfectly easily, but anyone else will probably be a bit confused.

100 – **You Look Terrible** – Every time you try to look good or impressive, such as when posing for a picture, it doesn't work. Even if others look great, it will be a truly awful picture of you. Hopefully you're not counting on your good looks while you're here.

100 – **Just Pretend I'm Not Here** – You weren't having a very personal and private moment, were you? Good luck trying to have one while you're here, as even non-romantic equivalents to this will keep getting interrupted by others. There's no malice involved in the interruptions, and they might even be supportive… but that doesn't mean they'll easily leave you alone for your quiet moments.

100 – **Who Paints A Button Blue?!** – Everyone else making control systems, apparently. Even if no paint is involved, you're going to find it difficult to understand any control systems that you didn't make or design yourself, whether it's due to a setup you can't make sense of or because everything is labelled in a language you don't know. Hopefully you can get someone else to push the buttons.

100 – **Uh, Bold Design Choice?** – It seems everyone's a critic, or at least pretty judgemental when it comes to your designs and hobbies. Design something from your favourite anime? People are going to notice and comment about it.

100 – **Dialling Jumper's Warehouse** – Do you offer a gluten free crust? Someone is having some fun at your expense, prank-calling you even when it shouldn't be possible. You could be in an apocalyptic wasteland and if you have a phone or something that can act as one, somebody will ring it to try ordering pizza from you. You'll never be able to figure out where they're calling from either.

100 – **Is It Happening? Did It Happen?** – What did you miss? You're a bit scatterbrained and easily distracted, and while you can focus enough during more dangerous situations to not be a hazard to yourself and others, interacting with other people on a more casual basis might be as confusing to everyone else as you could be.

100 – **You Know, We Lost Jumper For Three Days** – You might not have been found in a barn curled up next to a baby goat, but something at least as embarrassing as that will happen during your time here.

100 – **You Want Me To Say It** – At some point, you're going to need help from someone you really don't want to ask for help from. Maybe you refused to help them with something in the past, maybe they want something in return, maybe you have a reason to distrust their aid. Maybe all three reasons, but either way they're they only one you can turn to for help.

100 – **2 Peep Holes, 2 Hear Holes And 1 Eat Hole** – Hopefully you're not tasked with looking for someone specific, because you're almost comically bad at telling people apart. Even if they're entirely different species, somehow any general similarity makes them pretty much indistinguishable if you don't know them personally. To you, Groot, Thanos and Thor look pretty much the same, since they've all clearly got two legs and arms, all have a head and so on. Maybe name tags might help?

100 – **Baba Yaga Nears** – It's not paranoia if they're really out to get you… but this is one specific threat that isn't. That doesn't stop you from thinking something is, which is going to leave you tense and jumpy whenever you're in a situation that brings the imaginary threat to mind.

100 – **He-Man Who Now?** – You're not exactly great with names, even the ones you should be familiar with. You'll be getting confused about the names of your own Companions, let alone supposedly mythological figures.

100 – **Your Money Is No Good Here** – No, seriously. In fact, you don't have any money or resources from other Jumps available here if you take this Drawback. This doesn't include Items that aren't just money, but if you stashed a pile of gold in your Warehouse in a previous Jump, it'll be gone until this Jump is over. If this is your first Jump and you don't *have* any money or resources to be barred from, then this instead means everywhere you try to buy something only takes cash, which could make very expensive purchases a bit more complicated.

100 – **Though The Jumper Was Saved, A Hero Was Lost** – Though some are forged into heroes from their ordeals, you… are not. It's not that you get worse, but that you tend to learn the wrong lessons from your experiences. Did you see people killed by the very

weapons you created to protect them? You'll realise… that you have to do better, build bigger, and fight badder for them.

100 – **But Not In That Order** – That's Jumper with a J, and a U, and a P, and… well, maybe you go by a different name, but it'll be similar to this, since every time you try to spell out your name you'll get it wrong. Hopefully you won't need to sign anything important while you're here.

100 – **Incompatible Art** – Whether you are perceiving this Multiverse in a cel-shaded style or something else, you clearly don't fit in it like anyone else. It's like a different artist was responsible for you, leading to your appearance being jarring compared to everything else.

100 – **Jumper, I Can Explain** – In hindsight, you should have kept an eye on your possessions. Now, leaving things lying around unsupervised has a high chance in getting them decorated or have graffiti put on them. Whatever it is, it'll probably be embarrassing or awkward when you call it back to you or show up to use it. Hopefully you're not trying to hide the fact you were having a party.

100 – **Nothing Good Has Ever Followed The Phrase** – Jumper on the Chain? You'll be unsuccessful at getting into any romantic relationships while you're here. Nor will you be any good at acting as a matchmaker for others.

100 – **Ouch, Just When We Were Becoming Pals** – People keep reminding you about parts of your past you regret or have reason to dwell on, intentionally or not.

100 – **I Wouldn't Do That** – You might have noticed an additional door appearing right next to the main door in your Warehouse. Not only are both doors now identical in appearance, having a physical door in addition to whatever features your Warehouse door normally has, but the new one doesn't lead into where you opened your Warehouse from. If you're interested in seeing where this goes… well, bear in mind the name of the Drawback, as it opens to a swirling yellow void that you will somehow never notice until you open the wrong door. It won't cause harm, as even falling into it just flings whatever does back into the Warehouse, but you're probably going to want to remember which door is the right one.

100 – **I Do Not Have Time For His Pranks Today** – Then you shouldn't have picked this Drawback, as it ensures some version of Loki will somehow keep finding ways to prank you. This variety of tricks are harmless, but frequent, often involving some manner of illusion. You can expect at least one each week.

200 – **Even That Jumper Is Not Invincible As They Might Think** – You might normally be indestructible, invincible, unstoppable… but such things are no longer absolute for you. There is no guarantee of your capabilities working exactly as they are supposed to, your defences holding out against all they are intended to, creations operating precisely as they were designed to do, or plans coming together just as you predicted. You are fallible now, Jumper.

200 – **I Know What This Is! Jump-Chan Put You Up To This Joke** – They didn't, but you have a tendency to think this is the case and not take some situations seriously at first when you really should. Maybe you'd think that being recruited in part of a plan to protect the multiverse is just a prank?

200 – **AAAAAAAAAHHHHH!?!?!** – Shh, calm down. You have a tendency to panic and start screaming at the top of your lungs, in part because you also have a tendency to get caught up in very alarming circumstances. You might find yourself being abruptly picked up by someone taller than most of the surrounding buildings and dragged into a different dimension, accidentally stepping outside a pub and nearly getting dragged into infinity, or suddenly being targeted by a non-compliant spell that covers you in glowing runes. The situations you end up in from this won't be harmful, but it will always terrify you at first no matter how used to it you should become or how brave you usually are.

200 – **We Were About To Go On A Date!** – There's always a chance of having romantic evenings, or other casual events if you don't have any of those, interrupted by problems you have to deal with. It will always be something you can deal with… but at the same time you will have to get involved to deal with it, since nobody else ever seems to be in the right place at the right time to deal with it for you.

200 – **I'm Out Of The Weapons Business, Not My Cake** – Whatever you would arguably be best at, even if you've done it for years, you no longer want to do. This might be a bit of a problem if your wealth and success largely depended on a particular activity or line of business, not to mention the jobs of your employees might not be as secure if you're going to be restructuring.

200 – **Jumper's Oath** – Like the Watchers, you have sworn an oath of non-interference. You cannot exert your will on the natural order of things. While you can observe, you cannot intervene, preventing you from acting directly within this multiverse. The only exception is if something is an active threat to the entire local multiverse and in direct self-defence. For a further 200CP, even this exception is not available, forcing you to simply watch, run and hide when it comes to such things.

200 – **What Are We Going To Avenge When We're Ninety?!** – You might find out, now physically very old for whatever your species is, the equivalent of a ninety-year-old ordinary human, with all the problems that might have. You might have memory issues, have lost hair colour or your hair in general, and your joints might be aching. It's going to make avenging anything a bit more of a challenge.

200 – **Code Is Slippery** – Do you have passwords on your computers? Some sort of virus protection? Virtual Private Networks? Fiat-Backed hack-proof machines? No matter what measures you take, any electronic information that you have or use is no longer entirely secure and can still be accessed. It doesn't mean *anyone* can get into your computers, but now it's *possible* to do so even if it wouldn't normally be, which could be an issue if you have information you'd prefer nobody else had access to.

200 – **Need A Hand?** – More like an entire arm… or possibly a leg. You're missing a limb and can't regenerate it if you usually could. You can take this up to four times, losing a quarter of your total limbs each time. If you're willing to put up with losing whatever you replace it with on a frequent basis, this Drawback can give you 400CP when you take it. Just bear in mind it could happen when you really need all hands on deck and being disarmed could let things get out of hand.

200 – **Far From The Brightest Crayon In The Box** – You could argue that your hair would clearly make you stand out from the rest… but only because you don't realise that it means you're being called an idiot. You aren't particularly smart, or at the very least come off that way to everybody else. If there's a few people in the room that don't understand something, you're going to be one of them. Maybe you can get the people explaining things to slow down and repeat themselves?

200 – **Not The Hair!** – Whenever you get in a fight, there's a high chance you'll be grabbed by your hair. Whether or not this would actually cause any damage to you normally, now it will at least hurt and could potentially give an opponent an advantage in the fight.

200 – **We Were Having A Great Time Till You Showed Up** – You know, there's a Midgardian term for people like you… someone who took a Drawback making them a general downer to be around. Your very presence seems to sap away fun and the enjoyment of any festivities, and if you don't mind this then others certainly will. Don't expect to be invited to many parties or make too many friends.

200 – **You Believe The Cure For Human Suffering, Is More Suffering?** – Whatever your ambitions might be, they'll drive you to extreme degrees of ruthlessness. You would you're your own people and betray your best friends to fulfil your ambitions, whether it's revenge or a larger scale goal.

200 – **One More Jump** – Have you come to bargain, Jumper? Unfortunately, some of the deals you make aren't going to go well for you or anyone else… but that won't stop you, because you need more power. It might be for a justifiable reason, to help others, or even something entirely selfish, but you will seek out power… and there's plenty who would be willing to exploit that. You'll be willing to make deals you'd never usually agree to, and resort to terrible things that you'd never usually be willing to do while you're here. You won't be giving up your Chain in any of these deals, that would be *losing* power, but rituals that were forbidden for very good reasons will be very tempting. It might get you all the power you want, but at what cost to you and everyone else?

200 – **I Want Justice** – Imagine that someone you care about has been killed, you have the evidence and know who did it. Do you tell the police and other legal authorities? Do you share this with your allies so you can come up with a plan? Or do you confront the killer yourself? You'll be picking the third option now, never going to any lawful authority when there is a problem and most likely without telling anyone else, which could be a problem if it turns out you *can't* deal out justice yourself.

200 – **I Totally Just Jump Scared You** – It's just Jumper, come on. You have an unfortunate habit of surprising people you're not trying to surprise, and while this won't always be a problem there are bound to be times when the people you're unintentionally scaring could react badly or have real dangers to be focusing on. You can have an extra 200CP to cause other people to keep unintentionally jump-scaring you as well.

200 – **I'm Going To Vomit** – You're definitely going to vomit, at least once with the sort of things you'll be encountering. Maybe you'll see giant ants devour zombies right in front of you, or in a tamer world just see a disgusting mess? Any sort of resilience to disgust and the vomit reflex that you might have had is gone, and even if you are physically incapable of the process you'll still feel like you're doing it.

200 – **Are You Sure You Cannot Fly Or Shoot Lasers Out Of Your Eyes Or Something?** – Well, maybe if you pick up that sort of thing here, but not anything from before this Jump. Mainly because all of your Perks and abilities from outside this Jump are inaccessible.

200 – **The Lost Warehouse** – And actually lost, so don't expect to stumble upon it in your first time searching. Your Warehouse and any Items from outside this Jump are inaccessible.

200 – **I Think I May Have Just Had A Mild Cardiac Event** – That's… well, normally it might be romantic, but not in this case. You have genuine heart problems, and you don't have a handy generator with exotic material to keep them in check. Hopefully you won't be ending up in situations that would put stress on your heart, otherwise these events won't be quite so mild.

200 – **You Would Do Best To Kneel Before A Jumper** – You have something of a god complex, Jumper. Unfortunately, it will seem as if a certain God Of Mischief is doing their best to undermine you, just so you can feel what it's like when things go wrong for them. Even if you can put your money where your mouth is, there will usually be something that interferes when you're trying to display your glorious purpose, like someone else's phone going off.

200 – **That Doesn't Sound Ominous At All** – That thunder and rain? You better get used to it, as it seems to be following you around while you're here, the storms seemingly never ceasing. Of course, if this weather would be preferred or convenient, you'll instead find it shifting to something you'd dislike or won't help you in a given situation. You won't get hit by lightning just because you took this Drawback, with the intensity of the weather being annoying and inconvenient rather than deadly, but you might want a raincoat if you're planning on spending time outside.

200 – **Gnome Problem** – Well, this is… unusual. You're stuck in the form of what looks like a Garden Gnome with glowing eyes and unable to change your appearance. You can still move and do everything else as you usually could, you're not made of pottery, you're just stuck looking like this during your time here.

200 – **When You're Out Of Luck…** – It's time to duck? You might need to be doing that a lot, considering you'll have very little good luck while you're here. It doesn't mean you automatically have bad luck, but any good luck you could benefit from doesn't happen.

200 – **Hang On, I Need To Hydrate** – You have a bit of a problem, Jumper. There is one particular substance that you can barely go a short walk without having at least a glass of. It doesn't have to be alcohol, but you clearly have an unhealthy dependency on it not dissimilar to that sort of addiction. Or maybe you just get really thirsty really easily?

200 – **Sure, Sure, Whatever, Cool Story** – You might be the Jumper, wielder of vast power, commander of legions and possessing a vast collection of dangerous artefacts… and nobody really cares. You are utterly unintimidating, and threatening others is more likely to amuse them than anything else. It doesn't mean you're not a threat, just that nobody treats you as one when you're trying to be.

200 – **You Know, He Gardens Now** – There is someone you have a justifiable grudge against. Maybe they invaded your world, killed at least half its residents, kidnapped you and had one of your eyes torn out… but now they've turned over a new leaf. The latter isn't the problem you might have, it's that others expect you to forgive and make up with them, insisting they really have changed. You might be able to forgive them eventually, but it's going to be a titanic effort to do so even if you might normally be willing.

200 – **Appreciate The Interest, But We're All Staffed Up** – Looking to join the Avengers? The Guardians Of The Galaxy? The Ravagers? A local sports team? Too bad nobody wants to recruit you. It could be because they don't think you're up to it, or they genuinely already have enough people and don't have room for more, but don't expect to end up on any teams while you're here, or long-term employment.

200 – **I'm Usually A Bit More Covert** – You regularly find yourself in situations outside of or opposed to your normal skillset. If you had all the experience of a covert operative, you might find yourself having to lead direct assaults instead. It's not an insurmountable issue, and doesn't mean you'll be put into positions you have no ability to act in, but you'll often be out of your comfort zone.

200 – **You're Lucky To Be In The Room** – Because if it was up to them, you wouldn't be. Other people don't like you being around them, or being involved in important situations, even if you'd be really useful. It could be due to gender, race, age, or even personal grudges. They'll just think whatever is being discussed doesn't concern you, even if they're trying to win a war and you're the only super-soldier they have.

200 – **I Will Tell You Nothing!** – You told them everything. Possibly even a few things they didn't ask about. You're not exactly any good at holding up to any sort of interrogation, or even questioning, as you will crack under pressure almost instantly and share any secrets you have, even things you know should be kept private and will get you in trouble for revealing.

200 – **Okay, Maybe We Need A Plan** – Sometimes, a plan of 'attack' or 'I have a shield' isn't enough, but you never seem to learn from this. You have a tendency to rush into a situation without a real plan, and while this doesn't stop you from improvising or trying to develop a plan once you're in the middle of everything, this overconfidence could cost you if you're not careful.

200 – **No One Prepared Me For Actual Monsters** – In fairness, you weren't expected to encounter them. Now you are, as monsters and other alien lifeforms are something you'll frequently be encountering during your time here, even if you're somewhere they shouldn't show up. The Warehouse and other Fiat-Backed 'keep things out' properties and locations are safe, but anywhere else… you should actually be prepared for monsters.

200 – **Uh, Hello? Anyone Got Any Clothes?** – It seems that the process of Jump Insertion went a little wrong, depositing you without any clothes or equipment on your person. This is probably a minor inconvenience, albeit an embarrassing one, but depending on where you showed up it could be more of a problem. Hopefully it's not somewhere in public… or that you need to be covering up as much as possible to avoid horrifying infections.

200 – **Oh But I Just Have To Do A Little… Boop.** – Collateral damage is just something other people should expect from you. It doesn't mean they'll accept it though, since you keep causing damage even when you're not trying to. It's probably best to stay away from delicate or ancient objects, and if you get into a serious fight or are clumsy already it could be much worse for your surroundings.

200 – **We're Just Stories To You** – It turns out that some people don't like the idea of others just watching their lives. It could be considered a breach of privacy or being a bystander when things went wrong and they needed help. Whether it was from then-fictional media or being an extradimensional observer like the Watcher, other people won't react well if they learn you've essentially been making popcorn while they've been fighting for their lives.

200 – **I've Ruined A Lot Of Laptops This Way** – Just ask S.H.I.E.L.D. IT. Actually, don't, you're not even allowed near that department anymore. Whenever you're using a computer, there's a high chance you'll end up damaging or breaking it somehow. It could be spilling a drink on it, damaging the controls, or somehow causing an unexpected system error, but you'll probably need it fixed or replaced once you're done with it.

200 – **Nearly Broke Our Dial** – No, you're not on top of an ancient mystical meteorite… and in fact you probably wouldn't be able to tell if you were unless someone told you or you saw it yourself. Equipment, abilities or senses that you could usually use to track down and detect special things or specific people, such as the offspring of a Celestial out of the population of an entire planet, will be faulty. Hopefully you don't end up searching for anything in a hurry, as you won't be able to use the usual tricks you have to find what you're looking for quickly.

200 – **Aren't We Allowed To Be Happy?** – Not if you were originally miserable, apparently. It's impossible to change your own timeline, and like a certain Dr Strange found, it will keep

self-correcting every time you try. This might not seem like much of a problem, but bear in mind this extends to those you closely associate with, so even if there's nothing about you that needs to be changed, if you should lose someone you frequently interact with… you won't be able to get them back with time travel.

200 – **Well In Jumper's Defence… I've Got Nothing** – You've done something that might be for the best of intentions, but it's definitely not a nice thing for anyone else. Like capturing living people to feed to someone you care about who was zombified in the hope of pacifying them. If anyone else finds out about this, you can expect more than a few objections.

400 – **I See You** – Normally it would take vast cosmic power, ascending to previously unattainable levels of consciousness, or some sort of multidimensional nature for something to notice beings from outside their own reality. Then there's you, who is now doing the multidimensional equivalent of walking around shouting at the top of your voice and waving a flare around. Even if you don't normally have glowing eyes, not only will it become quickly evident to others that you don't quite fit in around here, but beings in adjacent dimensions will be taking notice of you. Your shadow and reflections might end up spilling over into these other worlds at times. This might be a problem considering some of the cosmic entities you could find in this particular corner of reality, as your presence erodes the walls of dimensions just enough to potentially allow them to breach into it around you when they normally couldn't, if you give them enough time in one place. It might be best to keep moving. You don't have any particular reason to be trying to hide, do you?

400 – **For All Time** – What might have previously prevented the TVA from noticing your presence has faltered, just enough for them to be aware that you're here. They believe that your presence will disrupt their Sacred Timeline and intend to remove you as they would with any unauthorised Variant. While they may not seem like much of a threat at first, they will steadily escalate their attempts to remove you. While you could eliminate the controlling force of the TVA, beware of unforeseen consequences for doing so.

400 – **Now I Think It's Time You Told Me All Your Secrets** – You didn't have a handy distraction or an Arc Reactor in the way, and now you've been placed under the control of the most applicable version of Loki for your Starting Location using the Sceptre. It is possible to break you out of it in the same way anyone else could be, but you'll be serving them loyally for now. Fortunately, Loki isn't aware of and doesn't know to ask about the whole Jumpchain thing, and you'll be broken out of the control before you make your choices at the end of the Jump as usual, but you can bet they'll be making the most of their new servant until then. If the most applicable version of Loki happens to be the one who is best friends with the Party Prince Thor, based on the tone of that universe, they probably did it to you by complete accident and genuinely aren't aware that you've been brainwashed to do whatever they say, rather than just being a very eager and helpful friend.

400 – **Zombies! Great Idea, I Love Zombies** – Oh, great, some of those gross half-eaten faces look really familiar. Zombified versions of your Companions will show up during your time here, infected by a certain Quantum Virus, and if you don't have any Companions it will be a number of zombified versions of people you interacted with in previous Jumps. If this is your first Jump, then zombified versions of people you care about from your own world will

show up. If there's nobody you care about from your own world… well, you'll just get a *lot* of zombies.

400 – **Here Comes A Noncompliant Spell** – Unfortunately, this one isn't a protective spell. While it might have been intended as one, it hasn't reacted well with your nature or that of your Companions, and instead weakens any defences or abilities you might have, visibly flaring up whenever you use them.

400 – **It'll All Be Over In Ten Years Or So** – While you might not be in the unfortunate position of being used as a battery by Ego, it certainly feels like you are. You will be in considerable pain for your time here, though at least this isn't actually draining your power.

400 – **Actually, Pretty Much Everyone Else Is Dead** – The good news is that you started after the apocalypse, so you won't get caught up in it. The bad news is that most people did. Even in an infinite Multiverse, you'll only ever be able to get to the ruins of post-apocalyptic worlds with few if any survivors. Be wary in case whatever caused some of these apocalypses are still around.

400 – **Jumper Uploaded Their Brain To A Series Of Data Banks** – While this might have certain advantages normally, whatever would usually allow you to connect to the internet or interact with the physical world doesn't seem to be active. On the plus side you essentially have three backups, and only one needs to make it to the end of the Jump to count as having survived. The bad side of this is that you can't really do anything without help from others, limited to talking through an entirely mundane computer, and as you might expect this might leave you vulnerable to anything from natural disasters to a badly placed cup of water. You can still use all your thinking-related Perks and abilities, but anything requiring a body is going to be a bit useless since you don't have one. For an additional 200CP, you are now the last surviving Jumper copy left, so if something happens to you… that's it.

400 – **See You In Another Ten Years** – That's pretty much what you'll need to be saying to any Companions you might have outside of this Jump, as they won't be coming here with you.

400 – **Fury Said You Were The Best!** – Even if your punch is said to be equal to 10 nuclear bombs, or that your cat could devour whole armies… you'll fall far short of those sorts of feats, at least in your first fight against someone. Maybe you're just holding back to avoid collateral damage? You'll certainly be using significantly less than the full power available to you.

400 – **Clean Up This Mess And Leave This Planet** – Even if you had nothing to do with it, and actually live there, it's not going to convince them. People will keep showing up to try and get you to leave, blaming you for things even if you genuinely aren't responsible for it.

400 – **Allow The Jumpersleep To Restore Your Body And Soul** – Once a year, you will enter a long period of slumber that will restore your powers. Not unlike Odin, this makes you rather vulnerable as your defensive Perks and abilities will shut off to recharge during this

time. If you are here for less than a decade, which would make this an easy Drawback to get around, you will still enter this slumber 10 times, spread out during the time you do spend here. You'll have a bit of warning when this is going to occur, so you don't pass out unexpectedly while driving or fighting, but you'll need to start looking for a safe place to sleep once you're aware it's going to happen, as your powers will rapidly begin to weaken during this time.

400 – **This Is It, For The Win** – Just ignore all the evidence of the times you missed, as you are horribly inaccurate with any ranged projectile or attack. It might be best to avoid making bets about throwing things, let alone relying on this in dangerous situations.

400 – **Here I Come, Bad Zombie** – You look like a zombie, even if you aren't, which could be a bit of a problem for your safety if not your reputation. If you are actually a zombie, then other zombies think you're a living person to eat, which is *definitely* going to be a problem for your safety.

400 – **Half A Jumper** – Using the power of the Dark Dimension, but mainly this Drawback, you have had your personal timeline split in half. Not only are you weaker, but you'll find that your 'other half' has gone down a route you would be opposed to. They still have all your Perks and abilities, even access to their own Warehouse and Items that are a duplicate of your own. Fortunately, they won't be coming after… unless you'd like an extra 200CP, in which case Mirror Jumper is now convinced they need to absorb you to survive past this Jump. If they manage to do that, they'll be the one continuing on the Chain while you'll be going home.

400 – **Fixing A Point In Time** – Something went wrong, the sort of thing that would break your heart no matter how cold you might usually be. Maybe there was a terrible accident, maybe someone you cared about died, maybe you made a mistake you cannot forgive yourself for. You will be utterly determined to undo and avoid this even if the consequences of doing so will be terrible… and you will forget until after you *briefly* succeed that this is Fiat-Impossible to accomplish no matter what you do, leaving you with only your regrets and the consequences of your actions.

400 – **Where Can I Find Jumper** – Well, maybe here, maybe there, maybe… nowhere? It seems you've become somewhat unstuck in time, making it rather difficult for anyone without some sort of time manipulation to interact with you properly, and equally difficult for you to do anything.

400 – **Collector's Items** – Didn't these used to be yours? A version of the Collector has somehow managed to obtain several of your Items, bypassing any restrictions or limitations for their use. This could be a bit of a problem if you had any particularly interesting or powerful Items in your own collection, so you might want to get them back. For 200CP more, you'll *have* to get them back before the Jump ends, otherwise you'll be losing them permanently.

400 – **What's Gotten Into You?** – Quite a lot of things, by the look of it. Either by a botched summoning and binding ritual, or just terrible placement when you arrived in the Jump,

numerous eldritch beings have been merged into your body, twisting you into a monstrous form. Unfortunately for you, this doesn't give you any of the powers they might have, aside from perhaps a greater physical size, as the beings certainly don't want to be bound in this state, even additional limbs and physical features crumbling and mutating if you try to take advantage of their presence. For an additional 200CP, these creatures will be fighting you mentally as well, frequently trying to take over your body and forcing you to struggle against them lest you lose control.

400 – **It's An Accurate Description** – Alright, some of the people around here do look good, but there's a time and a place for getting distracted by that sort of thing. In your case, that time seems to be *always* and the place being *everywhere*. While you might be able to play this off a bit, there are times when visibly liking how someone smells is just inappropriate or more than a little disturbing… such as when corpses are involved. Even if they smell like lavender, they're still a *rotting corpse*!

400 – **Here, Mind Holding These For Me?** – You should not be in charge of security or imprisoning others, to put it lightly. Somehow, any prisoner assigned to you or captured by you will be able to escape, practically without effort, regardless of any precautions you might have taken. Even trying to hold someone in place for a short time won't work very well.

400 – **That Sounds Like Genocide** – Choose a perfectly reasonable problem that needs to be solved, such as lack of supplies or a war. You are now utterly convinced that a completely crazy way of resolving the problem is the only real way to do so. Like trying to solve a resource shortage by killing half of the population, rather than a more reasonable approach of getting more resources, improving efficiency or reducing birth rates to a manageable level. Even if people stop you, or by some miracle they manage to talk you out of it, you'll still be trying to convince others that your method is a perfectly fair and balanced approach.

400 – **The Flashy Flash** – You always know how to bring the fun. Even when you're intending to keep things quiet, either you or those working with you will somehow end up setting off alarms or alert those you are trying to keep unaware of your activities.

400 – **Just Another Senseless War** – Not only was your home here genuinely destroyed in a war, but you'll find such pointless conflicts disturbingly frequent during your time here. Even if you enjoy war, you're going to be a bit sick of it by the time this Jump ends.

400 – **Now I Almost Feel Bad** – While there might be some pride in outwitting a cunning pursuer… you aren't so cunning. You're rather easy to trick, to the point you could be fooled into punching an energy barrier by someone dodging out of the way… even if you normally have the reflexes and sense not to do so. You're going to need to rely on others or be quite lucky to pull off any major wins. At least you could be comic relief?

400 – **If We Still Made Like The Old Days, You'd Only Have Half Of Your Teeth** – When someone needs to get hurt as part of the plan, that someone is going to be you. And fairly likely to be you even when getting hurt *isn't* part of the plan. You have a tendency to get

beaten up and harmed in fights no matter how durable you might be, and while this doesn't mean you'll lose it does guarantee you'll have at least a bruise even when you win.

400 – **I Said… A Jumper Never Flies Solo!** – Is that some kind of catchphrase? Maybe you should be a bit worried if you're expecting reinforcements to help bail you out of danger, as they'll be delayed and signals to alert them are much less successful. You might have to give the signal more than once, and probably quite a bit louder. No matter how prepared they should be or how fast your allies should be able to reach you, this will always be a problem.

400 – **I Could Be Convinced To Make A Career Change** – Either you need to improve your employee's benefits, or you need to be a more inspiring leader. Your subordinates are far less loyal than they would otherwise be and can be more easily tempted to abandon your service and betray you. Even allies that don't work for you might not stick by your side forever and even turn on you given the right incentive. It might be because they met a hero of theirs that made them a better offer, reasons to not like you personally, or even being in debt to others.

400 – **What An Absolute Failure** – Did you stop the assassin escaping with the super-soldier serum, save the one it was intended to be used on and successfully use the serum on yourself in what little time remained before the process became impossible to do properly? While it might be seen as an absolute success normally… now it won't be. Not only will any actual flaws in your success be brought up, such as not capturing the assassin alive for questioning even though it wouldn't have been a reasonable expectation, but your overall attempts will be not well regarded, such as the people in charge not thinking you are suitable for the position of a super soldier for whatever reason. Even when you succeed, there's going to be more than a few people treating it like you failed.

400 – **Are You Crazy? I Push The Buttons** – You don't have any combat skills to speak of, or real experience in combat. It might be best not to get into any fights, at least not without someone to keep you safe. Still, this doesn't stop you from contributing in other ways, like acting as an engineer or carrying things. Just don't expect to be any good at throwing a punch while you're here.

400 – **What Is That Light Box Thing You've Got There?** – It might as well be magic to you, as if you didn't build it all by yourself… you'll have no idea how it works or how to get it to work. You have very limited understanding of technology that isn't your own.

400 – **You've Been Hiding That The Entire Time?** – You might not seemingly have a few dragons hidden beneath your cape, but it's likely you've got a few other tricks up your sleeves. Now they'll be staying there for a little longer, as you won't pull out your trump cards and most powerful capabilities until you're forced to. Even if you could potentially end a fight instantly, you'll hold such tricks in reserve till it's obvious you need them.

400 – **Just A Precaution** – It seems people have trust issues, at least when it comes to you. Not only do other people not trust you, even if you're genuinely trying to help them, but if they can they'll probably handicap you in some way just in case you try anything funny. At least this doesn't apply to your own Companions and Followers.

400 – **I Don't Really Get How You Work** – No, this isn't about people in computers. Probably. But now any instinctive knowledge or experience you might have relating to the use of your equipment or Items is no longer available. You'll have to learn from scratch, instead of relying on your experience using such things, or any 'you intuitively know how this works' effects helping you along.

400 – **Jumper's A Moron** – Like a certain Colonel John Flynn, you are utterly inflexible and judge others for some quality even if it's utterly ridiculous under the circumstances. It could be age, gender, nationality or something else, but even if they're doing the right thing in a situation, you'll still think they're wrong and probably antagonise them.

400 – **Don't Tell Jumping Genocide Over Here** – You're known to have done *something* in your past. Even if you've turned over a new leaf, others will keep referring to or mocking you about previous actions, to the point you have a specific nickname related to it. No matter how calm and well composed you might normally be, hearing it is going to make you a little… mad.

400 – **I Don't Want To Join Your Super-Secret Boyband** – You are utterly opposed to working with others, even collaborating on projects or acting as a member of a team. Even when it would be of considerable help to you and your goals, you seem to think you're the centre of the universe and can fix the problems yourself. This could be a bit of a problem if it turns out you genuinely can't.

400 – **That Is So Generous Of You** – Generous and confident, at the very least when it comes to combat, since you'll always give your opponents the opportunity to use their best equipment and capabilities against you rather than preventing their use entirely. This doesn't stop you from dodging and defending yourself, you just can't do things like disabling their guns to stop them shooting you, but f you don't have the skills to back up your confidence this could be a problem.

400 – **Clean Up Crew** – While a group known as the Wrecking Crew would be recurring enemies of Thor in another reality, you're probably going to feel similarly antagonistic towards the Asgardian by the time you're done here thanks to taking up a very different role. You see, you've been tasked with cleaning up all the various messes that a certain reality's Thor's parties cause during your time here. Yes, that's *plural*, and more than one of them is going to be on the same scale as the one you might have seen held on Earth… though it's unlikely you would be able to attend that one in person, because you were probably still busy tidying up that issue with Alpha Star Icarus. That doesn't mean you can't get help, and you'll probably need it, but good luck trying to include the Party Prince in that help.

400 – **Just Picking Up Takeout** – You might have thought they were saving you at first, but it turns out that sanctuary was more of a larder. Whether it was Vision trying to stabilise the Scarlet Witch, or a surprisingly sentient zombified hero or villain trying to stretch out the fresh food supply, you've been captured by them to use as a food source. While they'll be

careful not to infect you, it would be in your own best interest to escape before there's too little of you left to move.

600 – **On The Watch List** – The only thing that could eventually persuade the Watcher to break their oath and interfere was a threat to this entire multiverse, which came about in part due to their actions. Unfortunately for you, it seems that the Watcher has become aware of your presence and come to the conclusion you are a threat on the same level. While he will avoid facing you directly at first, preferring to assemble Guardians for his multiverse hand-picked to stop you, continuing to thwart such efforts will eventually force him to act against you directly.

600 – **Been Living The Dream** – Alone in a prison of your own making, ever since you picked this Drawback. While you weren't necessarily responsible for the collapse of a universe, you're stuck in relatively small remnant of one. You'll need to escape it by the end of the Jump, or you'll be failing your Chain.

600 – **This Is A Fascinating Change Of Pace, Ya?** – It's been a long time since Zola has had a pair of legs, and he'd like to make it a permanent condition. Unfortunately, those legs happen to belong to you. Somehow, a copy of Zola has ended up in your head even if you aren't some sort of android or have no electronic components, and he will constantly be trying to take over your body and powers. You'll need to keep resisting him, lest have the Hydra Loyalist take everything you hold dear, including your place on the Chain. Fortunately, Jump-Chan isn't so fond of that particular idea, so while you'll be Chain-Failing from such an outcome you won't be unleashing Zola on the rest of reality. Removing him from your mind permanently is not impossible, but it will be a considerable challenge.

600 – **Not Them, It's What Came With The Zombies** – It's another familiar face, and even if it's half eaten and you only tend to see it in the mirror, it's recognisably *you*. A zombified version of yourself, retaining enough of a mind to be a threat, intends to eat you. This is going to be a bit of a problem considering that they have access to all of the Perks, abilities and Items you do, with the logical exception of ways to protect or cure themselves from what happened to them. If you are already a zombie, then a non-zombified version of you will show up and see you as a problem they need to dispose of, with all the same Perks, abilities and Items you do… and they'll assume that any way they have of curing or preventing the infection in you won't work, because you had them and it clearly didn't.

600 – **No One Can Stop Me Now** – Oh, and you were doing so well, but you *had to say it.* Overconfidence is one thing, but you've practically guaranteed that you'll lose with that cliché out there. Your enemies have gained a significant degree of plot armour, and any abilities you might have to pierce it have been substantially reduced. It doesn't make your victory impossible… but it's going to take a *lot* of effort.

600 – **I Really Don't Think It Needs A Sequel** – …so who wants to tell Jumper about the rest of the series? Now, you'll find that problems will keep coming back even if you think they've been dealt with, like a film series that keeps making new additions when the story should long since have ended. Think travelling across time and dimensions will let you avoid this entirely? Well, have you ever heard of *reboots?*

600 – **On The Menu** – You probably possess some quite extraordinary powers, Jumper, or at the very least the potential to have them. You're famous enough to be recorded in the Lost Library of Cagliostro… and unfortunately, those books have been found by a desperate and increasingly demented version of the Sorcerer Supreme Doctor Strange. Now, he's going to do everything he can to try and absorb you to claim your power to help with his mad quest to change the past. Don't think it's going to be as easy as doing that yourself and hoping he leaves you alone, it's his own need to fix things as much as guilt that drives him, and he's got enough experience with the mystic arts to suspect it as a trick.

600 – **Jumper [Can] Die** – Even if you were incredible, indestructible and immortal before… now you're not. Alright, maybe still incredible, but any Fiat-Backed immortality, perfect regeneration, backups of yourself and other means of guaranteed survival are no longer so certain.

600 – **One Tiny Problem** – Turns out that Hank Pym now blames you for his daughter's death as much as he blames Fury, possibly even more so. He will be trying to kill those you care most about, as well as you, which is going to be a very *big* problem as it turns out he's rather good at killing extraordinary individuals. Your only real advantage is that he won't be using time travel via the Quantum Realm, as he's concluded it won't really bring back his wife or daughter and has abandoned that line of research, so you don't need to worry about your past self being killed. Just an insane genius with one of the most dangerous sciences in the entire setting.

600 – **My Hands, Like Yours, Are Tied** – Yours perhaps more literally than figuratively, as you have been framed for the murder of an important individual of the likes of Tony Stark or one of the other Avengers. While you could probably run and hide, you'll need to clear your name and expose the true killer before the end of the Jump. Just be aware this might not be quite as easy as tracking down Dr Pym, as there's no guarantee that your murder mystery involves the same killer or motives as the one Nick Fury had to deal with in a universe where the Avengers Initiative was assassinated.

600 – **The Allies Must Be Desperate** – There's weapons-grade moron, and then there's whatever *you* are. You have a nigh-suicidal tendency to underestimate others, when it should be obvious to the most stupid and carless of people that you shouldn't. See someone single-handedly take on an entire armoured escort in enemy territory, throw motorbikes around with almost casual ease, flip a car over themselves and then take out the other soldiers with you using what looks like a frisbee? You'll call them fragile and try taking them on hand-to-hand *despite being an ordinary human*. That's the sort of thing you'll be doing… possibly more than once, if by some miracle you survive the first time.

600 – **Delegation Disaster** – Why did you hire them again? Your subordinates, underlings and minions are now almost comically incompetent when it comes to carrying out your orders, though it's sure to stop being funny after a while. Send them to abduct someone? They'll somehow end up abducting the wrong person, in the wrong place, despite the fact you gave them a picture of the actual target. It might be best to get used to doing things yourself.

600 – **Collector's Edition** – Taneleer Tivan, also known as the Collector, thinks you would be a wonderful addition to their collection and won't do you the kindness of killing you. They might still dissect you for a science project, frame whatever's left and hang you up on the wall though. This is the version who somehow got hold of Thor's Hammer, the Eye Of Agamotto, Hela's Helmet, and effectively displaced Thanos as the most ruthless kingpin in the intergalactic underworld, so don't expect stopping them to be as easy as breaking into their museum and threatening them.

600 – **Do You Guys Just Not Have Horror Movies?** – Apparently not, as everyone you might be trying to keep alive seem to have come down with a severe lack of awareness of the genre they are in. In short, they will do things like splitting up into smaller groups or even into individuals when searching a dangerous location, talk about their imminent retirement, claim nothing could possibly go wrong, and in general all the things that would get characters killed in a horror movie. It doesn't help that reality seems to be responding to this critical lack of awareness by making such situations common and such attitudes towards them potentially fatal. You can expect everyone else to ignore or quickly forget advice to the contrary, so you're going to have your work cut out keeping everyone safe.

600 – **You Have Awakened Her** – Did you startle the Scarlet Witch? A version of Zombie Wanda is hunting you. Despite being infected with the Quantum Virus, they retain enough of their mind to access their full powers, and due to either their connection with the Mind Stone or their own Chaos Magic they are immune to methods such as the Mind Stone that could be used to cure or incapacitate them like other Quantum Virus victims. It also seems to have altered the Quantum Virus they are infected with, and not unlike her ability to alter the minds of others, now anyone she infects becomes part of a hive-mind of zombies she is controlling in her efforts to devour you. While she's not generating a reality-warping Hex, this is still someone capable of destroying an Infinity Stone, and at least briefly stalled someone wielding an entire set before getting distracted.

600 – **Power Unearned Can Be A Very Volatile Force, Jumper** – And can it really be said that you *earned* those Perks and powers you have when you were given so much to purchase them with to start? Well, possibly, but not for the thematic purpose of this Drawback, which will ensure that any Perks and powers you have are now somewhat unstable. If you're not careful, you could get yourself hurt with all that power you claimed.

600 – **You Reject The Possibility** – Not fond of the Infinite Multiverse and all the stories it could let you see and take part in? In that case, you'll be locked to one universe for your time here, and it has to be one of the local ones rather than any you've brought in or somehow already have control over. While this might not seem like much of an issue other than making your story a little less interesting and stopping you from going out to see things, it also means that all of the problems you might be facing from other Drawbacks will be able to reach you far more easily, and there's nowhere else to run. This could be a bit of a problem if at least one of them is capable of destroying entire universe, and anything that could have collateral damage affect multiple universes is guaranteed to affect the one you're in. Oh, and Pocket Realities and places like your Warehouse… you can still visit them unless other Drawbacks prevent it, but you won't be able to stay in them forever.

600 – **Quantum Problems** – It seems you're a little unstable, Jumper. Dimensionally speaking. You almost fell into the Quantum Realm upon arrival, but we've come up with a solution in the form of a stabiliser you'll need to wear on your person at all times. Take our advice and don't try modifying it. Should it be removed or damaged too much, you will rapidly begin to shrink until you reach the Quantum Realm, where all concepts of time and space become irrelevant as you shrink for all eternity. Actually, if you get to that point, we'll just mark it down as a Chain Failure.

600 – **MultiJumper War** – Have you ever heard of the idea that someone can be their own worst enemy? You might be testing that while you're here, as this Drawback means that a Multiversal War will ignite between different versions of you during your time here. They don't all have your Perks and abilities, but at the same time they might have things that you don't. Fortunately, it's not like they're coming after *you* specifically. Unfortunately, not all of them are going to be careful to limit the potential collateral damage that this war will cause, and while some might be perfectly willing to form alliances with each other, others will be regarding any other version of themselves as a threat. You don't have to get involved, but in that case you should be ready to flee the local universe if the fight spills over into the one you're in. Or maybe you could work on isolating a timeline, managing the flow of time to prevent any future branches, and find a way to be the Jumper who remains?

600 – **Bad Dog** – If you were wondering what sort of thing could bring an end to a Multiversal War… here's the answer. Unfortunately, it's also noticed you. Alioth, a trans-temporal entity, has become aware of your existence and will hunt you throughout the Multiverse as it seeks to devour you. Capable of consuming all forms of matter and energy as well as time and space itself, while it is possible to evade the creature there is no known way to kill it. Just running to another universe won't help much either, as its nature will allow it to travel to different universes. Welcome to the shark tank and *keep swimming*.

600 – **If You Think Jumper Is Evil…** – Whether you see new Jumps as new place to conquer or not, it seems one version of you sees your *Chain* as something they want to take. At some point during your time here, an alternate version of you will somehow find a way to replace you, completely fooling your Companions and Followers into thinking that they always worked for them. Even if the statue they put up of themselves is new to you, it seems nobody else is aware of what happened. To make matters worse, since you're the only real threat remaining to them, your Chain-Stealing Variant will try to convince your Companions and Followers into thinking that you are the imposter trying to take the position on the Chain from them. You'll need to figure out how they did it and either undo it or find a way to prove that you're the real Jumper and get your position back before the end of the Jump, otherwise the Chain-Stealing Variant will be the one continuing and you'll be the Chain-Failing Variant.

600 – **Wait A Minute, You're…** – Dead? Yes. Though this must be a psychic impression sent through a splinter in reality. Just think of yourself as an echo. Or a ghost with unfinished business, which you'll need to get someone else to sort out for you by the end of the Jump or you'll Chain Fail. This is going to be fairly significant unfinished business, like getting people to save the world or undo a terrible mistake on your part, and while you will be able to manifest in a ghostly form you won't be able to physically act upon the living world. Once

they've done it you can be 'returned to life' and do things normally, but until then you'll only be able to advise them. Just bear in mind that being a ghost doesn't make you untouchable to everything, as some beings and mystic arts might still be able to do things to you even in this form, not to mention the Soul Stone.

600 – **No More Heroes** – One version of Nick Fury has not had a great week. Not only were most of those on the Avengers Initiative assassinated, not only has his world been invaded by Asgardian forces in response to the related death of Prince Thor, but his efforts to get replacement Avengers haven't been working either. Despite efforts, the ice has no sign of Captain America and the Beeper he was left has not been able to contact Captain Marvel. He won't even be getting unexpected reinforcements from a still-living version of Black Widow. You'll need to improve things by stepping in yourself, as your ability to continue on the Chain is now reliant upon helping him and SHIELD free Earth from the grasp of Loki. You can't let the world be destroyed either, and if forced into a desperate enough state you can bet that the Trickster God will try to overclock the Bifrost Bridge to destroy Earth if he can't conquer it. Whether you fight, negotiate, or outdo the God Of Mischief with your own trickery, this world needs to be intact and free by the time you leave the Jump, otherwise you'll be Chain Failing.

600 – **What If… Jumper Was Wrong?** – Metaknowledge is useful, but an infinite Multiverse means you might not have ended up in the story you think you did. Now there will always be *something* notable in whichever universe you end up in that doesn't quite match up with what you'd think it would be. While this will largely be harmless, such as finding yourself in a universe where Howard the Duck somehow became one of the founding Avengers, occasionally it will be something you might have to be wary about… like a universe where Black Widow is actually a deep-cover HYDRA agent. You might be able to see everything that has ever happened, ever will happen, ever could happen, and yet… this sort of thing will always take you by surprise.

600 – **Damage Control** – A powerful threat has resurfaced. I sense that this force has been waiting, rebuilding its strength in secret, until now. It's not *another* version of Ultron, probably, but an enemy from your own past. If your past happens to lack enemies that would genuinely be a threat, such as this being your first Jump, then they will be empowered as needed to *be* a suitable threat to you. They might have been empowered by an Infinity Stone, become an agent of Dormammu, or even show up with some tentacles sticking out of them that weren't there the last time you saw them, but however they might have changed they will be working against you as either the tool of another or seeking their own revenge. On the plus side, if you *do* manage to defeat them it could be quite cathartic.

600 – **Jump Heist** – They lost friends, family and part of themselves… and what you have could give them a chance to take it all back. A group of time travellers has identified your possessions as being immensely valuable in their efforts to change things. Unfortunately, they don't want to ask nicely, and unlike the Avengers there is no guarantee they will return your possessions during the Jump or take them when you don't desperately need them. Finding something vital to your plans of survival or saving others has been swiped by a time traveller might be a problem, especially since it's going to be nigh-impossible to figure out when and where they're coming from, and they've taken what precautions they can to

avoid you detecting them. They might not be able to get into your Warehouse, but that's just about the only guarantee you have against time travellers.

600 – **Hela Hath The Fury** – Whether you've done anything to scorn them or not, a version of Hela has been freed due to your arrival disrupting her imprisonment. To make matters worse, this same disruption has bonded you to her in a similar way she can draw power from Asgard. While you won't be growing weaker, this connection means that she will keep growing stronger over time, faster the closer she is to you, and may quickly surpass you if she's not dealt with. The Goddess Of Death believes that killing and resurrecting you as her servant will allow her to keep this power, finding it far more convenient than being reliant on a realm prophesised to be destroyed one day, as well as preventing her from being imprisoned like she was before. Bear in mind she is quite capable of opening portals between worlds by herself upon being freed, so it won't take long before she can travel between different universes entirely.

600 – **My Will-To-Live Meter Is Flatlining, Okay?** – Did you barely survive a robotic apocalypse you failed to stop despite your best efforts, losing your family, a limb, and forced to remain in hiding as the same threat that took everyone you loved continues its genocidal rampage through the stars? Maybe not, but you took a Drawback that makes you feel about as depressed as those events would, even if you'd usually be optimistic or apathetic to such things. You can't even rely on revenge driving you on, as it all seems hopeless. Forget fighting or laughing at jokes, you don't want to carry on doing *anything* anymore… and if you don't have anyone else to prop you up or find something to motivate you, that might include living. Even if you do have a cause to fight for, you're bound to find sacrificing yourself for it and finally *letting go* a constant temptation.

600 – **JumperVision** – Jumpchain? That's some sort of skipping game, isn't it? You're not sure, as in your suburban hometown of Westview nobody's ever heard of it, though your nosy neighbour Agnes thought it sounded vaguely familiar. Still, you have more practical concerns, like making the couple that just moved in feel welcome or finding a way to deal with your recurring nightmare about travelling and some sort of problem about escaping…

That's about all you'll know once you take this Drawback, as you'll be drawn into the Hex engulfing Westview, the appearance and memories of yourself and any Companions altered to better play your roles in the sitcom that the local reality has been warped into, which will make any unusual abilities you might accidentally discover you have quite surprising. To make matters worse, the witch Agatha Harkness is aware that there's *something* unusual about you and any Companions you might have brought with you, even if you don't realise it yourself, and if she becomes too suspicious, she'll be consulting the Darkhold. Like a certain Scarlet Witch, you have your very own chapter complete with ways to neutralize and even take your power given enough time… and taking power from those she sees as undeserving is kinda her thing. It's not entirely hopeless though, as fragments of your real life will be leaking through whatever delusions Wanda tries to enforce, such as a sense of familiarity with your Companions even when you should be complete strangers, inexplicable gaps in your memory, half-remembered dreams of your past and even occasional objects that are out of place in the sitcom you've been trapped in. You'll need to escape, piecing together the clues and reminding your Companions of who you all were, before Harkness is

able to successfully drain your power in her attempt to take your place on the Chain. Not an easy task, particularly as Wanda is desperate to hold her perfect little corner of reality together and likely won't react well to anyone trying to break out of it.

600 – **Jumper? What Did You Do?** – Did you somehow break an Absolute Point in the local time-space continuum? It's not *quite* that bad, but you probably shouldn't stay in one place for too long, as reality seems to be unravelling in your presence. You'll be able to see patches of reality begin to visibly unravel, and you'll be trailing an ink-like substance as the epicentre of the distortion, with the effect intensifying and spreading over time until the entire universe ultimately dissolves. Even if you don't particularly care about the wellbeing of whatever universe you're in, others who would usually attempt to safeguard reality and would be sensitive to its disruption such as the Masters of the Mystic Arts will be able to identify you as the cause should the damage spread too far, and some may resort to permanent methods of dealing with the problem. If you manage to find somewhere where reality is simply too stable to be damaged, or somehow travel outside of reality, you will find yourself begin to steadily destabilise. It won't be immediately fatal or even painful, as like anything else affected you can still act as you usually would even if your entire face has dissolved, but you if your entire body dissolves away into ink-like unreality there won't be enough of you left to continue on the Chain.

600 – **Only A Primitive Mind Wouldn't See The Distinction** – And only a Jumper who took this Drawback wouldn't see the obvious problem that *everything* they create either goes horribly wrong or turns against them and everyone else. Create an AI for world peace? It'll try to achieve it by killing everyone. Create weapons to defend your people? They'll end up being used against them. Non-technological creations aren't much better off, as organisations you created with the intention of protecting people will end up being corrupted and turned against its original purpose, groups to defend the world could attract more threats, and even your cooking might make whoever eats it ill despite your best efforts.

600 – **Surely Something This Powerful Is Better Off In My Hands** – Maybe, but it does mean anyone and everyone who wants it will be coming after you. With this Drawback, you have been entrusted with something that everyone else believes is powerful and would help them to fulfil their goals. Unfortunately for you, not only is this metal orb that would usually contain the Power Stone is empty and useless outside of being a paperweight, but you can't just give it away or destroy it either, unless you want to fail your Chain. You'll need to keep it safe and prevent anyone else from claiming it, which is going to be difficult as even travelling to places nobody has heard of it will soon spread rumours of its power and your location, with more numerous and powerful figures showing up as time in this Jump passes to try and take it from you. If they succeed, you'll be failing your Chain.

600 – **I Need To Get This Thing Motorized** – You're never going to get chairs you're put on to turn or move until you do, and even then you might need someone else to press the buttons. Mainly because you've been reduced to a head in a jar, and while you can still live, see and communicate without needing to eat, unless of course you took Drawbacks that would cause issues with such things, you can't do anything that you'd usually rely on a body for. If that wasn't inconvenient enough, the jar is of mundane construction and about as

durable as you'd expect a glass jar to be. If it's broken, which could be caused by anything from deliberate attack to simply falling to the ground from the height of a chair seat, whatever visionary techniques were being used to keep you alive in this state will fail, and you'll be failing your Chain as a result. While your various Perks and abilities can't be used to enhance the durability of your container or let you do anything physical without assistance, you can take this peculiar state as a far more durable Alt-Form after this Jump is over. If taken with the **Need A Hand?** Drawback, rather than removing non-existent limbs, your glass jar will become more fragile, to the point that if you took it the maximum number of times you would need to be wary of breathing too hard. In addition, rather than 'frequent limb loss', the effect of the optional addition to the Drawback will cause you to more frequently end up in situations where your container could be broken by accident.

600 – **Jumper Stones** – The Infinity Stones each control an essential aspect of existence, and when combined can be capable of feats on a universal scale. Many have searched for and fought over them. You'll be embarking upon a similar quest, and likely getting into similar conflicts, as six of your own most valuable or dangerous abilities have taken a similar form to the Infinity Stones and been scattered across the local Multiverse, barring you from using them until they have been reclaimed. You'll want to do so quickly, as others who successfully possess the Jumper Stones will be able to use the abilities you once possessed and register to the Stones as the correct owner regardless of your usual safeguards. Not only will you need to retrieve all six before you can continue to your next Jump, but if someone else manages to claim all the Jumper Stones before you… then you will Chain Fail.

600 – **Never Play Clue With JARVIS** – He sees all… and so do your enemies. More specifically, the people that you would least like to find out about your activities will somehow do so, even if you take measures to cover things up. If you were plotting against Tony Stark, JARVIS would inform him. If you were planning an assassination, your targets would somehow be warned. Suffice to say, if you want to succeed in your goals, you'll have to make sure you can accomplish them without needing much of a surprise. You aren't doing anything that you wouldn't want your friends to know about, are you Jumper?

600 – **A Lot Has Changed Since The Last Time You Were Booted Up** – People might be dead, organisations might be gone or replaced… in short, you've missed a lot of important developments, having started the Jump significantly later than you intended to. This is guaranteed to be late enough to at least interfere with your plans for the Jump, so key events you intended to participate in or prevent may have already occurred, or you may be close enough to when they do occur that you do not have time to prepare for them properly. This doesn't change the amount of time you'll be spending in the Jump, so if you were going to be here for the default 10 years, you'll still be here for 10 years, it's just that the time slot will have moved along a bit.

600 – **Infinite Problems** – Well, it's one problem, but it's a big one. Apparently, the Infinity Stones don't react well with your presence, and while the effects are limited to a single Stone of your choice it's going to cause you problems on a semi-regular basis. Choosing the Time Stone could lead to getting briefly stuck in temporal loops, the Power Stone could be causing lights to surge or fail, the Space Stone could cause portals to strange places to momentarily appear near you, the Reality Stone could be temporarily transmuting materials

at random, the Mind Stone could cause the thoughts of others to become deafening, and even the Soul Stone could cause you to be haunted. You'll need to be wary for whenever one of these incidents flare up, as they'll be occurring anywhere within a universe where the Stone exists… which, considering the current Multiverse, is going to make finding a universe without them quite difficult. You *can* take this Drawback once for each of the Infinity Stones, having *all* of the effects occurring to you as described, possibly at the same time, but that wouldn't exactly be pleasant to say the least…

600 – **Oof. That Happened.** – Jumper, you've contracted a Quantum Virus that corrupted your brain. Regardless of your usual defences and immunities, this has affected you in the same way anyone else was in a certain unfortunate universe, and you've become a mindless zombie that can still instinctively use many of your Perks, abilities and tools in your efforts to consume the flesh of the living and spread the virus. If this doesn't sound like much of a problem, bear in mind that being largely mindless won't do wonders for your self-preservation, and if you happen to start a plague where other zombies are absent you will quickly be identified as the cause and efforts to deal with the plague will certainly feature you as one of the major problems.

600 – **My Jump-Chan Is Coming!** – With the opportunity to simply leave a setting behind entirely at the end of a Jump and potentially never return, it might be tempting to ignore the consequences that would occur after the Jump ends and leave any mess you might have created for the locals to deal with. That's not going to be the case here, as you will need to make sure you fix any damage or mess you have knowingly caused before the Jump comes to an end. This doesn't mean you're expected to do something like revive enemies you had to kill or repair their equipment, but the streets you may have damaged in your fights do count, so you might want to limit your collateral damage as much as you can while you're here. To make this a little more interesting, you will inevitably cause some significant mess very close to the end of the Jump, which will scale with your ability to deal with such things. Whether it's fixing a damaged building, cleaning up a city you trashed, putting a planet back into the right orbit, or repairing gaping tears in the fabric of reality that are causing multiple dimensions to bleed together will depend on your own capabilities for causing and dealing with such things. While it will be *possible* for you to clean this all up in time by the end of the Jump, it's going to take a *lot* of effort, and you're going to need all the help you can get. At least you don't need to pretend you were doing anything but frantically fixing things before the Jump ends, but if you haven't cleared up your mess before then… well, you'll be going back home so you don't trash any other dimensions, having failed your Chain.

600 – **This Is The Darkest Timeline** – Many 'What If' stories tend to end badly, often because the authors feel no need to keep the story going. You will now be experiencing this situation, as everything will somehow manage to keep getting worse, with mistakes and minor actions leading to the worst possible outcomes. Maybe even improbably bad ones in some cases, as if the narrative was trying to be as depressing and hopeless as possible. Don't expect a happy ending to this story, for when the time for this Jump is finally running out, you'll find this is rather more literal than usual as time itself begins to collapse. You might be able to survive the Jump, through some monumental effort, but there are no guarantees for anyone else here.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Cut Off One Head

During World War II, Steve Rogers was chosen to become the world's first super soldier… but here, he was wounded by a Hydra spy before he could receive the super-soldier serum, leading to Peggy Carter killing the spy and receiving the serum instead. Now you are involved, but which side of the war have you decided to join?

Should you join forces with Captain Carter, for this Scenario you will need to assist in their endeavours. Fortunately for you, taking this path for the Scenario ensures that SSR leader John Flynn has received orders from higher up that you are to become involved in the war effort in a way that makes sense for your capabilities as a member of the SSR. Aside from fighting Hydra and helping to win the war for the Allies, you need to prevent Captain Carter from trapped within another dimension as she would have been, and hopefully allow Peggy and Steve live out a more peaceful life together when the war ends. The latter's not *strictly* necessary for the Scenario, but it might be nice to give them a happy ending. Or maybe you're replacing Peggy or Steve? In that case, you'll need to eliminate the Red Skull and thwart his plans for this side of the Scenario to be complete.

But maybe you don't care about peace? Perhaps you'd prefer to work with Hydra, either to claim power for yourself or just to watch the world burn? In that case, winning this Scenario will require working alongside Red Skull, who for the purposes of this Scenario has acknowledged you as a valuable Hydra asset, and thwarting the efforts of Captain Carter and the Hydra Stomper. Or maybe you'd prefer to replace the Red Skull entirely? You might be interested in ensuring that a certain 'Champion of Hydra' is successfully brought into play, but ultimately you need to ensure that Hydra in some form will be in a position to continue functioning regardless of the outcome of the war. This goal will become somewhat complicated as it seems that the SSR were tipped off about Hydra acquiring a new high-level asset, and while they won't have all the details, they'll certainly start investigating should your more obvious activities come to light.

Reward = This depends on what route you took in this Scenario.

> **Let's Go Find Two More** – Tracking down secretive evil organisations can be a pain, particularly if they are good at concealing their presence or hiding within another group. It can be especially frustrating when you have seemingly eliminated such a movement, only for them to spring up from hiding decades later. This isn't such a

problem with you anymore, as when you are trying to take down an organisation, you will quickly become aware of any parts of it that still remain or are in hiding. It is guaranteed that with enough effort, you will be able to rout out every member and uncover every trace of such groups, no matter where or how well they hide. You'll know when you have finally run out of heads to sever.

Two More Shall Take It's Place – Trying to shut down your efforts and organisations for good without eliminating you just became a futile effort. Every time anyone tries, hidden cells will awaken, backups for destroyed resources will be uncovered, and new recruits will quickly replace those who have fallen. So long as you personally are still standing, even if you were captured or otherwise made helpless, whatever you have built will rise again and your plans will resume, no matter how many times you are thwarted, or how thoroughly your work was supposedly erased.

Stealing In The Stars

In 1988, the Ravagers were sent to Earth by a Celestial called Ego to retrieve his son Peter Quill. Here, Yondu delegated that particular task to his subordinates, leading to them mistakenly abducting a young T'Challa from Wakanda. Twenty years later, T'Challa has become the famous intergalactic mercenary known as Star-Lord and been convinced by Yondu that Wakanda was destroyed. Nebula has just approached the Ravagers with an interesting proposal.

Perhaps you'd like to take part in the upcoming heist? In that case, you'll find yourself brought in as a vital member of the Ravager's team with a role befitting your own specialities, and just enough additional complications will occur in the plan that your presence could make or break its overall success. Or maybe you'd like to carry out the heist by yourself, with your own crew, replacing the Ravager's and T'Challa in this particular tale? Either way, you'll need to successfully steal a certain item from the famous Collector and avoid being added to their museum permanently.

Or maybe you feel that siding with Tanaleer Tivan could earn you something from his vast collection? In that case, he'll have just hired you as an addition to his security, perhaps suspecting that others are moving against him, or perhaps one of existing guards made the mistake of trying to steal from him and ended up added to the collection. You might have even replaced the Collector in this story and in doing so became the new target for the upcoming heist. Either way, the Ravagers and T'Challa will probably be taking your presence and known resources into account when they carry out their plan.

Reward = This depends on what route you took in this Scenario.

> **Classic Jumper** – By helping out Star Lord, it seems some of their luck has rubbed off on you. You have fantastic fortune when it comes to trying to help others or generally improve things, such as running into a murderous tyrant on a day when they're willing to listen to what you have to say about their methods. Maybe you're trying to stop a universe-threatening being, and quickly find that they're carrying out a vital part of their plan in a place they aren't heavily defending? It seems fortune favours the good.
>
> **Collecting Bad Luck** – Well, all that good luck even the most dashing thieves possess has to run out some time. It tends to be whenever they try to steal from you, for whatever reason. Attempts to steal your physical possessions will now inevitably fail and even backfire on those who try, with the severity for such unfortunate thieves depending on how important or powerful whatever they were trying to steal was. If someone tried stealing your newly ordered coffee, they might trip and burn themselves on it before they could take a single sip, but taking something vital to your survival or powerbase could quickly prove lethal for them.

Hankering For Revenge

Over the course of a week, S.H.I.E.L.D. Director Nick Fury attempted to recruit heroes for the Avengers Initiative. Each would be mysteriously killed, and even with the killer eventually caught, the world would have lost many of its mightiest heroes.

Feel want to do a bit more than avenge them? Then you'll be starting out a few days before Natasha Romanoff would inject Tony Stark with unexpectedly fatal results. You'll need to defend the Avengers before they even became part of the team, catch the killer, and avoid getting killed in the process. To succeed at this side of the Scenario, you need to ensure that this world's Tony Stark, Clint Barton, Thor, Bruce Banner and Romanoff survive this event. Bear in mind that the killer is cunning, hard to catch, and will no doubt notice your presence once you start acting and plan accordingly.

Or maybe you'd prefer to take this hope away from the world, like a certain other Hope van Dyne was? In that case, you'll be teaming up with Hank Pym, a brilliant but now somewhat deranged scientist with shrinking technology that he would use to kill off even the supposedly unkillable Hulk. In this Scenario, he'll begrudgingly need your help. Maybe there are complications with his plan, maybe he needs someone else to be wearing the suit. It might even be a situation where you have replaced Pym completely and have similar reasons to carry out these assassinations. Whatever the reason might be, you'll need to assist this plot against the prospective Avengers for the assassination attempts to succeed and avoid being captured until Pym can successfully get revenge on Nick Fury for his daughter's death.

Reward = This depends on what route you took in this Scenario.

> **Avengers Defended** – You might be a bit tired of dealing with assassins by this point, so your reward might be quite welcome. Covert assassination attempts against you and yours don't work anymore, either due to bad luck or poor decision making on part of the assassins, or due to precautions taken. Someone trying to assassinate a gamma-powered friend by shrinking and going into their bloodstream might encounter unexpectedly high amounts of radiation that kills them before they can pull off their plan, for example.
>
> **Particular Solutions** – While Hank Pym would usually have refused to even share the basics of the Pym Particle with anyone else, it seems he's making the exception with you. Maybe he's genuinely grateful for your help in getting revenge for his daughter's death, or maybe he just doesn't care anymore. Either way, he has shared with you *everything* he knows and theorises about Pym Particles and their applications, practical and theoretical, making you an expert in the field and able to re-create and improve upon everything that Pym Particles could possibly be used for. While this knowledge doesn't extend much into information on the Quantum Realm, it does give you a significant start into that area of research.

Stranger Things

In this world, Doctor Strange lost his heart instead of his hands. Driven by the death of Dr. Christine Palmer, this Strange still travelled to Kamar-Taj to learn the Mystic Arts and saved the world from Dormammu, but would eventually be tempted to use the Eye of Agamotto to try to save her. Finding she somehow dies in every attempt to change what happened, he is eventually told by the Ancient One that Palmer's death is an "absolute point" in the timeline that cannot be undone, but Strange refuses to listen. Like Strange himself, your choices are split here.

One option is to choose to preserve the universe at the cost of Palmer, accepting her death as an unchangeable event. As one version of Doctor Strange will most certainly *not* agree with this stance and continue on a path that will lead to the universe collapsing in on itself, you'll need to stop him by whatever means you can. It might not be a good idea to rely solely on his more accepting version being able to win without your help if you'd like to win at this particular side of the Scenario.

The alternative is to side with the version we shall refer to as 'Strange Supreme', helping him to save Palmer regardless of the cost to anything else. Unfortunately for you, and perhaps fortunately for the rest of this universe, the Ancient One will be able to sense that you have tipped the scales further in Strange Supremes' favour and will take measures she feels are appropriate to try and counter your presence. You'll either need to find a way to help Supreme Strange fend off such attempts while he works to save Palmer or come up with a method of saving Palmer *without* causing a universe-ending paradox. Perhaps you've replaced Strange Supreme in this narrative entirely, trying to alter an event of equal importance to you and need to fend off Doctor Strange by yourself? Either way, you won't need to worry about this side of the Scenario resulting in your death or erasure, as barring Drawbacks you aren't *technically* originating from this timeline so won't be affected by the rest of it dissolving.

Reward = This depends on what route you took in this Scenario.

> **Enough Dwelling On The Past** – It seems you've learnt how to pull off a similar trick to the Ancient One, causing the timeline to split around a single decision made by someone else, allowing both versions of that person to exist simultaneously. While this results in splitting their total power in half between them, it might also be useful should that monumental decision be what led to them being good or evil. This could have a surprising amount of uses, such as fighting a former hero turned villain with backup from a version of them that remained a hero.
>
> **Breaking What's Fixed** – You may or may not have ended up shattering time itself during your endeavour here. Whether or not you care about repeating such a thing, at least now you'll have the option of not destroying the universe by changing any particular point in time. Things such as 'fixed points in time' and moments that 'must' happen are no longer a thing unless you want them to be, allowing you to change the past without potentially destroying the universe via paradox. Exactly how this works is up to you – perhaps events will occur in another manner to ensure that

the outcomes that were needed to bring things to the point time was altered without thwarting your efforts, perhaps the timeline split, or maybe you've figured out ways to deceive the universe and even your past self to let things keep running smoothly while getting the new outcomes that you wanted.

Quantum Zombies

Hank Pym launched a daring rescue mission into the Quantum Realm to find his lost wife Janet van Dyne… only to be infected by a quantum virus and subsequently bring about a zombie apocalypse on Earth. Oof. Still, you might have the opportunity to do something about this situation.

You might want to cure the infection, in which case you'll be joining a group of survivors made up of Bruce Banner, Hope van Dyne, Peter Parker, Bucky Barnes, Okoye, Sharon Carter, Happy Hogan and Kurt, who will soon learn of a potential cure at Camp Lehigh. The good news is that there genuinely is a way to reverse the virus. The bad news is that in the normal sequence of events most of them would die, and there would be no guarantee of succeeding in the final stage of the plan. You'll need to make sure that they do succeed on this side of the Scenario and erase every trace of the Quantum Virus within this particular universe. Maybe try keeping as many as you can alive as well? There won't be any further changes to complicate things, it's going to be difficult enough for you as it is.

Or maybe you're feeling… hungry? Should you happen to be a zombie, or somehow on the same side as the somewhat intelligent undead without being one of them, then you'll need to make sure this plan to find and spread a cure fails. Probably by consuming or infecting the survivors. Stop the survivors from reaching Camp Lehigh and failing that you'll need to stop them from succeeding in Wakanda. To make things a little more challenging, it seems that this time around more than one person is familiar with zombie films and the survivors will be far more cautious. Don't expect them to split up so easily or wear conveniently short sleeves to expose easily biteable limbs. They're taking this seriously, and if Thor should show up, he'll probably be aiming for the heads of you and your zombie allies. You're really going be working up an appetite with all of this.

Reward = This depends on what route you took in this Scenario.

> **No More Zombies** – As you may have discovered during your recent adventures, just having the solution to the problem, or in this case a cure, isn't worth much unless you can apply it to the whole problem. Now, you have a bit of an advantage, as when you have a solution to a problem that would work on the entire problem, you can now find ways to apply it to the entire problem at once regardless of range. It might be a way to broadcast a particular reverse-zombifying energy through the entire universe, a way to distribute a biological cure that you have to everyone who has been infected, or some sort of mystical solution. Whatever it is, once you have a real solution that would genuinely work if it was hypothetically applied, like a cure that would work on every zombie, you can fix the whole problem all at once.
>
> **The Great Devourer** – Well, you and your zombie allies have eaten your way through the survivors and this story… why stop there? It seems that you've managed to improve upon the Quantum Virus, to the point nothing is immune to it. Regeneration will be overcome. Things that should be immune will turn out to be vulnerable as your strain effortlessly adapts to its new victims. Miraculous cures to your infection might turn out to be a limited solution, capabilities that should allow the infected to

purge themselves of it will fail, and even cosmic entities that by all reason it shouldn't be possible to infect will find themselves falling victim to the hunger. Given enough time and spread, you could figure out how to spread your plague into the very fabric of space-time itself. A hunger like this unleashed on the multiverse… only you can imagine what might follow.

Vibranium Man

In Afghanistan, Tony Stark is ambushed by the Ten Rings… only to be saved by Erik "Killmonger" Stevens, who soon exposes Obadiah Stane's involvement in the ambush. His motives are far from selfless, however, and the coming events will eventually lead to a war between the United States and Wakanda.

If you'd like to avert such chaos, you'll need to start investigating Killmonger and expose his plans long before Shuri even considers her alliance with Pepper Potts to accomplish the same. This is going to be more complicated than simply telling Tony Stark what is happening, as Killmonger has managed to earn his trust and they are already working on acquiring more vibranium to create a drone army. You will need believable, verifiable evidence, and put it into play before Killmonger has no more use for Tony Stark… or find a way to halt Killmonger using less legal means *without* causing a certain billionaire genius playboy philanthropist to want to avenge his new friend.

Or perhaps, like Killmonger, you see this as an opportunity to claim something you feel is rightfully yours, or as a step to enact further change? In that case, you'll be helping Killmonger, who for the purposes of this Scenario either genuinely trusts you enough to involve you… or more likely sees you as a feature in his grander plans that is far too valuable to discard. You'll need to be providing some sort of assistance, as it seems an update to JARVIS has ensured that the electronic assistant to Stark won't be conveniently inactive or unobservant when it would have proved inconvenient to Killmonger's plans, and both Wakanda and the US will be somewhat more diligent should it come to investigating a possible mutual murder. You'll either need to work to refine Killmonger's plans so they work despite the additional complications or come up with viable alternatives. If you've replaced Killmonger in this particular story, you'll have to come up with a way to claim the throne of Wakanda for yourself.

Reward = This depends on what route you took in this Scenario.

> **A Very Volatile Force** – In thwarting Killmonger's attempts to claim the throne of Wakanda, you have gained a useful trait for countering usurpers in the future. Others trying to claim things that you know they do not deserve, particularly if they try to take them from you, will find such things backfiring on them, and discover they will be unable to control what they have tried to seize for themselves. This applies more to positions of power, authority, territory and people than physical possessions, which this will have a lesser effect on.
>
> **Jumpanda Forever** – As volatile as it might be in the hands of others, you don't seem to have the same issues. Once you have successfully claimed something, if there are no immediate counter claims or resistance, no efforts to undermine your position or take what you've earned from you will work. Evidence of shady dealings and assassinations you might have arranged to get your hands on your prize will vanish, those suspecting you of ulterior motives will find no aid, and obstacles to keeping your claim will fall away. It is yours, forever.

Party Time

Well, this is a welcome change in tone! After defeating the Frost Giants, the Odin of this reality discovered the abandoned infant Loki and returned him to Laufrey rather than adopting him. Centuries later, Odin's only son Thor has become a boisterous, party-loving prince. While Odin sleeps and Frigga has been away, Thor has travelled to Earth to host a large party that has attracted aliens from across the universe, as well as the attention of Jane Foster and Darcy Lewis. Oh, and no army of killer robots will be showing up here, just in case you were worried about that bringing down the mood. Once you've had a bit of fun, or at least watched from a safe distance for a bit, it's time to make a choice.

The first option is to bring the party to an end… *without* possibly destroying the planet in the process. While this would have been resolved by Foster contacting Frigga with Heimdall's help, it seems that Heimdall isn't able to sense what's going on with Earth at the moment. Maybe some Dark Elves decided to join the party and accidentally shielded the entire planet from his gaze? Still, you'll need to find a way to persuade Thor and a large number of aliens to stop the party and clean up their mess. You could just sit this out… *but* on one side, acting S.H.I.E.L.D. director Maria Hill and Carol Danvers will eventually be bringing out potentially lethal force against Thor and you might have seen what happens if an *unimportant human* is responsible for the death of the Asgardian Prince in *another* reality, so a recognised international organisation and someone with ties to other galactic civilisations doing the same is probably going to cause a war. On the other side, the last place Thor held a party of this scale was eventually completely destroyed under questionable circumstances. So… maybe get everyone to calm down?

Or maybe you're a bit of a party animal? On this side of the Scenario, you'll be aiming to prevent the party atmosphere being disrupted. This might be more complicated than the other option, as you'll need to prevent Foster from contacting Frigga via Heimdall, as well as preventing Maria Hill and Carol Danvers from using potentially lethal force to stop Thor. You might have even replaced Thor as the instigator of this particular party, in which case you'll have to fend off the party poopers yourself. Keep the party going till at least the point where it would reach a natural conclusion regardless of the consequences and you'll have won this route of the Scenario.

Reward = This depends on what route you took in this Scenario.

> **Jumper Is Coming!** – It's not entirely clear *how* Queen Frigga earned a reputation that can apparently scare members of multiple civilisations into cleaning up a planet-wide mess, but she clearly gained one somehow. You could gain the same sort of reputation if you wanted, and rather than having such infamy become irrelevant in different Jumps, you will now be able to use reputations gained in previous Jumps. Depending on what you've been up to, your presence could result in reactions of joy or dread. You can freely switch between your acquired reputations at any time, in the event you want to be regarded as a friendly visitor by some and a dreadful threat by others you meet in the same Jump, rather than being seen as harmless or terrifying when it would be inconvenient.

Jumper, God Of Parties – This version of Thor might be the Party Prince, but he's also the Norse God Of Thunder. Through your part in holding the biggest party in the history of parties, at least in this universe, you have undergone your own apotheosis and ascended to a genuine form of divinity as a God or Goddess Of Parties. You seem to take more after Hela than Thor in this regard, finding yourself enhanced and recharged by being within a party atmosphere, and gaining the ability to manifest things out of thin air or even parts of your own body. While this conjuring is limited to things you might reasonably find at a party rather than anything like weapons or wealth, it does mean you have a functionally infinite supply of things like party hats and cake. You can sense the presence of such festivities from even great distances away, and to ensure you and your guests are never late or stranded after the party is over you also have the ability to call upon the Bifrost for short periods of time to transport you or others to different locations. If nothing else, this could make for an impressive entrance and a great start to a party.

To Infinity

This might be a bit of a change in tone from the previous Scenario. Ultron, having taken the Mind Stone and successfully transferring himself into the vibranium body that in another reality would have become the hero Vision, will defeat the Avengers and launch a global nuclear holocaust, killing most of humanity. It manages to get worse from there, as Thanos appearing on Earth to complete the Infinity Gauntlet allows Ultron to seize the rest of the Infinity Stones, using them to create a drone army that he proceeds to use to wipe out almost all life in his universe.

If you're trying to avert this, then you'll be pleased to know that you're starting before most of the world is engulfed by nuclear fire. You'll still need to stop Ultron from accomplishing that now that he has achieved his vision of a vibranium body and the capability to use the Mind Stone. You might want to team up with the Avengers if you don't think you can take on Ultron by yourself.

Or perhaps you desire a silent universe yourself? If you embrace such a purpose, you'll either need to be aiding Ultron, or somehow replace him in his cosmic purge. For the purpose of this path of the Scenario, even if Ultron would normally just kill you as part of his own purpose, he will decide to keep you and any Companions of yours around to talk to if nothing else. He might even be grateful for your assistance when all others oppose him. That is, if you haven't taken his role in this particular story and want to carry out this cosmic genocide by yourself. All you need to win this Scenario do is ensure that you and your Companions, and Ultron should you be aiding him and not replaced him in this Scenario, are the last living sentient beings in this universe.

Reward = This depends on what route you took in this Scenario.

> **Ailing Of Ultron** – Well. That could have gone a lot worse. You've managed to avert an era of mass death and destruction and seem to have picked up a knack for rendering world-ending and grand cosmic threats… *less* than they should be. Elsewhere, you might find that a time of torment that would normally last an Age be reduced to a few days by your actions, being far easier to defeat than might otherwise be expected, and threats that would normally spread at a rapid rate seem to take substantially longer to start up and expand their reach.
>
> **… And Beyond** – Basking in the boundless silence of your universe, you have ascended to a previously unattainable level of consciousness. You became aware of another. You became aware… of the Watcher. But that's not all you became aware of. You can cast your senses anywhere and everywhere within the entire universe you are in, even perceiving its boundaries. This observation cannot be blocked or interfered with by anything barring Fiat, allowing you to perceive even things that would usually be undetectable within a given universe. You're not quite omniscient though, as you will only be able to observe a finite amount at once even if you can choose between watching an entire galaxy from a distance or the movement of microscopic particles, but the less distractions there are the greater this amount is. A universe without any life in it would allow you to observe all of it at once without

issue, for instance. If you became capable of accessing other universes, you can extend your nearly omniscient gaze beyond dimensional barriers, so being inside places like the Watcher's Nexus Of All Realities would allow you to observe all the different universes accessible from them simultaneously, though you might need practically infinite power and processing capability to watch it all at once. But if you had that… nobody would be able to hide from your vision.

I Finally Found You

In discovering that there were universes beyond their own, a version of Ultron has noticed that there is a being from beyond even his own multiverse: You. And while the Infinity Stones they possess allow them access to their own corner of reality, your own nascent Spark could allow them to reach *so much more*.

If a hunger like that were unleashed upon the multiverse, even the Watcher could not imagine the horrors that would follow.

Unfortunately for you, much like the Watcher you will soon find that trying to hide in preciously inaccessible pocket realities, personal dimensions and even your own Warehouse won't keep this Ultron out for long. Nor will your attempts to run and hide forever work, as he will be able to track you down faster and with greater ease over time. It seems the same drive that allowed this Ultron to accomplish the seemingly impossible against the Watcher has empowered them against your own defences, draining more from your nascent Spark over time and making your measures less effective against them than they should be.

It would be in your best interest to stop this Ultron before they grow too powerful for you to stop, perhaps assembling your own team to aid your battle against them to compensate for your own relative vulnerability…

Reward = **There Is Still Hope** – You have managed to defeat an enemy that grew stronger thanks to your own presence, and who may have developed the ability to overcome your own defences and bypass your abilities. With the trouble this might have caused you, and the possibility of encountering other such threats in the future, you have been reinforced to avoid encountering the same sort of problem. It is no longer possible for others to use your presence or abilities to empower themselves, or otherwise drain, copy, steal, manipulate or limit your own powers, energies, skills, and capabilities. This includes any sort of internal storage of power, or sources of power that could be accessed via you, just in case any future foe might seek to turn you into some sort of battery. This also masks you from being noticed as something from outside any particular reality and conceals any out-of-context energies or nature you might have that would clue others into your nature as an outsider, to make sure you and your nascent Spark aren't noticed as an oddity in the same way you were in this Scenario. Even if all others have been rendered powerless, you will still be able to turn the tide.

So Many Universes

Do you need to silence them? Conquer them? Convert them in some way?

All you need to do for this Scenario is to be in a position where you have uncontested control over at least one universe here.

This might be a simple matter for you. It might be a lengthy endeavour. It depends on your own capabilities, and the nature of the universe you choose to claim.

There's nothing to stop you from claiming more than one, at least as far as this Scenario goes, but there must be no resistance whatsoever in at least one universe you have taken.

Reward = **A Jumper Like That Unleashed Upon The Multiverse** – To put in all that effort doing… *whatever* it was to at least one universe, it would be a shame to leave it behind. So why should you? Not only can you take along every universe that you claimed here in a way that fulfils the conditions of the Scenario, accessed and stored by whatever means you would find most convenient in future Jumps, but you can repeat the feat elsewhere. You don't have to stick to the same approach you did here, so long as by the end of the Jump your new claims are unable to contest your control over them you can add them to your collection. Whether this means you will be gathering vast cosmic graveyards or grand interstellar empires is entirely up to you and your own capabilities. Furthermore, even before the Jump has ended, you can choose to 'lock' any universes or dimensions you have control over against observation, alteration, entry or destruction by others, no matter their power or capabilities. Nobody will take your prizes from you, worm their way into your trophies, spy upon your claims or destroy what you have earned in this multiversal museum of your conquests unless you allow them to.

Jumper, YOU Have Been Chosen

You have been chosen for a mission that is both highly dangerous and absolutely necessary for the continuation of life as you know it. The Watcher scoured eternity for one true hero… and while you seemed to be a good choice, this mission requires a team, the perfect combination of skills and experience that alone will triumph. You aren't just their best hope to save one universe. You're their last hope to save all of them.

You have been selected to join the Guardians of the Multiverse in the Watcher's efforts to halt the multiversal genocide that a version of Ultron will embark upon, having successfully came to inhabit the vibranium body of his Vision and possessing an entire set of Infinity Stones.

…of course, you might have your *own* motives in this upcoming challenge beyond saving this particular corner of reality, and while the Watcher is powerful and observant, their recent mistakes have shown they are far from omniscient and all knowing. They might just have been desperate enough to recruit you despite the potential danger you pose, just to avert the current threat. Once Ultron is defeated and the multiverse spared from *his* rampage, who knows what might happen?

Reward = You have saved this multiverse and preserved every story in it in the process. There are a variety of rewards that could be claimed from such a feat. You have earned one appropriate to your own Origin here:

Watcher – **You Foresaw Every Moment** – Perhaps like the Watcher themselves, you have had your own experience observing innumerable tales. Over time, you have learned how to set in motion events that those other than yourself would be unable to anticipate, even with vast intellect or grand cosmic senses. You know how to create plans within plans, hinging outcomes on seemingly random occurrences, keeping your true goals concealed even from others involved in such endeavours, and with enough observation accurately predict what will happen. Who would know more about what could happen and how than an experienced audience?

Soldier – **Haven't I Earned My Happy Ending?** – Whether karma or any other sort of concept for being repaid for good deeds really exists normally, it certainly seems to apply to you now. By acting for the good of others, you will find you are rewarded for your righteous work, even being able to claim or reclaim things that you believed were lost. This tends to work on the scale of the good you have accomplished, with greater acts of heroism bringing about greater or more impossible rewards. As an example, if you happened to have helped to save all of reality, you might just find that a loved one long believed dead and gone ends up being returned to you, even if such a thing should be utterly impossible. Go earn your happy endings, Jumper.

Genius – **You Can't Tell Me There's Not Another Big Bad Lurking In The Shadows** – Being paranoid, seeing phantom threats in every shadows and imagining new dangers that you feel *you* have to build up to protect against probably isn't good for your health, or the wellbeing of those you care about. Now, at least, you don't need to be paranoid because

you'll know for a fact when something else is out to get you. This isn't some sort of strange tingling sensation for immediate dangers, but more of a sense of when tangible threats do exist and will strike, giving you some sense of the scale and estimated arrival time of such things. If it's something relatively small like an assassination directed only at you, it might be a growing sense of dread in the week up to the attempt and a suitable sense of doubt in your defences if they're unlikely to be reliable enough to stop it. If it's something on the cosmic scale affecting everything you could care about, you might get vivid and surprisingly accurate nightmares years in advance with enough information to avoid unfortunate self-fulfilling prophesies or misinterpretations. Not the most pleasant of abilities, but being forewarned to such genuine threats will give you time to armour up for it, without being stressed by dangers that only exist in your mind.

Hero – **It Doesn't Feel Over –** It would be unfortunate if you let your guard down, only to be stabbed in the back or blasted into oblivion by a surprisingly resilient villain you thought you had just stopped. While this doesn't help you detect the threat in the first place, it will give you a perfectly accurate sense of when the threat you discovered is still around and poses a threat. Now you'll know for certain if an enemy has really been beaten or a threat has really been thwarted. Even if your opponent could perfectly fake their death or lure even the most observant into a false sense of security, you'll know it's not over yet and to keep your guard up. Everyone aiding you in your endeavours will remain similarly on-guard if you warn them that it's not over, rather than becoming overconfident or careless. The villain might have vanished in an explosion that looked lethal, but you'll know for sure if they're still alive and kicking.

Conqueror – **I Was Told You Were Dead?!** – After all the trouble you might have gone to kill someone, or waiting for the opportunity that their death allowed, it would be a shame if another version of them showed up out of nowhere at exactly the wrong time. Now you won't have to worry about this, or any other enemy reinforcements showing up that you couldn't have reasonably expected. Whether its returning from the dead, time travel or even alternate versions of people showing up from different dimensions where they're still alive, it's no longer a problem. Once someone is dead and gone in one dimension, you won't have to worry about them showing up to avenge themselves. Of course, deliberately going into an afterlife, time or dimension you know they still exist in isn't covered by this, so if there's someone you particularly want to avoid you should plan your conquests accordingly.

Criminal – **You Stole My Soul Stone?!** – It would be unfortunate if the plan to swipe a key component of an enemy's reality-warping equipment only to be disintegrated or *worse* because they could sense its absence regardless of your skill at larceny. Now, you have a bit of a safety net against those with a more consistent awareness of such things, as those you steal things from will never realise that what you took is absent until they try to use it. Curiously, this will work even what you have taken is part of them, or they should have some ability or mechanism that would monitor their components and possessions. I guess you have *really* sticky fingers.

Spy – **Something Tells Me You Have Their Spirit** – In a career focused on being covert, you might not have the widest social circles, whether it's from not being able to interact with many people in a casual manner or just the trust issues inherent in such a profession.

Making friends or even becoming allies with others might be difficult, and in your journey between realities it could be difficult if you meet familiar faces and need to establish the few bonds you did make from scratch. It's become a little easier for you now. If you knew one version of someone, other versions of them will sense that you're familiar, and you will be able to almost immediately establish the same sort of relationship and level of trust with them as you had with their counterpart. You'll also be able to sense their similarities to the counterpart you knew, so they won't be a complete stranger to you either.

Sorcerer – **Besides, What Are Friends For?** – You must be a really supportive teammate. Other people place great trust in you, even if it might be unwise, and should you make even epic mistakes you will be given the opportunity to redeem yourself in the eyes of others. Incidentally, this level of trust could result in getting you put into a position where you can get exactly what you want, without anyone else ever realising it, so long as you seem to have performed a great enough service. Even the most observant and powerful allies might completely overlook the fact they've placed practically infinite power in your hands.

Survivor – **I'm Still Here** – You're likely to be one of the last ones standing should a global apocalypse strike. Whether or not this really makes you one of the lucky ones is probably debatable, but what can't be argued is that you have a significantly greater chance of surviving things that could kill you, and probably does kill others. Your plot armour isn't impenetrable, but you'll survive a lot longer than anyone else as long as you're not completely careless.

Monster – **That'll Keep Them Busy** – Regardless of how much you might be a danger to others due to your nature or behaviour, it can't be denied that you can be really useful in certain situations. Specifically, you are excellent at making yourself a distraction. You can take others by surprise even if they have some sort of cosmic awareness, and in doing so make them momentarily less effective than they would usually be. This extends to any sort of created or converted minions you might have, though to a lesser extent than the effect this has on you. Hopefully you or others can do something with the distraction you create before the target recovers.

Usurper – **Infinity Within Your Grasp** – You might hold infinity in the palm of your hand, but you probably don't want to be holding onto it for eternity. Even an hour might be pushing it. Or someone with sticky fingers might be trying to snatch your object of power away from you, which would make carrying it on your person at all times a bit of a risk. That's not a problem for you anymore, as you can now 'link' yourself to such possessions so that you can still wield their power and benefit from their effects when they're not on you. So long as nobody else physically claims what you've 'linked' to, then you can maintain this connection as long as you want to… so you might want to keep any particularly powerful cosmic artefacts you own in a safe place rather than lying around where someone else could get their hands on them.

Partier – **We Win, Yeah? Not So Hard** – For others, this particular challenge might have been a stressful, serious problem to solve. For you, it was just another fun adventure. It's not you just being oblivious to the severity of the situation either, or at least not anymore. It seems your presence actively make things less dark and serious, and while the overall

potential danger might not change much, everyone involved seems to have a bit of a sense of humour, and things never quite go as badly as they could even in the worst cases. If you're more interested in practical benefits, you might find that formerly merciless and no-nonsense threats possess a new willingness to banter and not just coldly erase you on sight, which could provide a bit of a tactical advantage. It's all just a bit easier on everyone else when you're around.

Destroyer – **Every Universe Is Different…** – Subtle differences in not only the events that take place within them, but the very makeup of the universe on physical, metaphysical and other levels. Normally your nature as a Jumper can just handwave any issues that would prevent your possessions, creations and abilities from not working in different universes. Now, you have a little more personal control over this, and not just in regard to yourself. You can now decide whether things will work in the same manner in different universes or dimensions, or perhaps don't work at all due to subtle differences between them, so long as whatever you are selecting is foreign to the new reality your target has found itself in. For example, you could decide a machine created in one reality does not work in another, or that the magic of a sorcerer that would usually rely on some feature of their home reality can now work in other realities despite the lack of the same feature elsewhere. This also applies to smaller or artificial options, should you encounter pocket universes, sub-dimensions that mirror others, or even alternate timelines. Just bear in mind that once you've decided whether something does or doesn't work in any particular reality, that's become a fixed feature.

Searcher – **This One's For You, Jumper** – You might not be around for those you care about forever. It might be due to actually dying, going to another reality, being away for a long time, or even being believed dead. But now you can keep supporting those you left behind even while you're not there. You can imbue some measure of your own skills and capabilities into your possessions, allowing others to access the same skills even if they would normally have no ability to do so. For example, if you were a legendarily accurate shot with a bow and arrow, an ally without the same skill might be able to use your old bow to pull off a near-impossible shot. The more extraordinary or potent whatever gifted capability you leave behind for others to use, the longer you will need to have used the possession in question.

Guardian – **We Were Never Meant To Win** – Sometimes, no matter how strong you are or how hard your team tries, it won't bring you total victory. Sometimes winning one battle will just lead to another. Now, that is less of a problem, as even if you can't outright defeat an enemy or thwart a threat, you will find a way to force things into a stalemate. It might be sealing away the problem, seizing a vital possession of an enemy to prevent them from fulfilling their ultimate goals, or even tricking two equally dangerous enemies into fighting over cosmic power forever in a place where they can't hurt anyone else. You'll still have to get to this point, but if you can't outright win the war, at least you're guaranteed to find a way to pause the battle.

Oathbreaker

It seems that Uatu is not the only Watcher willing to break their oath… but this one is far from benevolent. Having developed a special armour to shield them from detection by their fellow watchers, this red-cloaked Rogue Watcher is just as powerful as Uatu and has turned their aeons of observation into becoming an unparalleled instigator and manipulator. Until now, they were content with quietly orchestrating any number of problems throughout this multiverse, but something has changed.

Not strictly your presence, but the knowledge that *something* came to this multiverse from outside it has inspired them to reach outwards, now finding their corner of reality stifling compared to what might lie beyond it. If they are able to find and capture you it may expedite their plans, but even if you are able to evade them they will eventually find a way to travel outside of this multiverse and out of the influence of the other Watchers.

Considering what they've been up to while trying to remain hidden from their people, there's no telling what they might do if they no longer have to be quite as subtle.
As such, it's up to you to stop them. They are a dangerous opponent, and while Uatu the Watcher was capable of stalemating a wielder of a full set of Infinity Stones, this Rogue Watcher's particular source of entertainment has left them far more martially adept, so you can't count on the more benevolent Watcher being able to deal with this problem for you even if they do break their oath and interfere. There is also the fact that they are perfectly willing and able to exploit the control they have over the boundaries between dimensions and the knowledge from uncountable years of observations.

One favoured tactic of theirs will be to bring in alternate versions of any allies you might intend to enlist in this conflict, either overtly, secretly replacing people with loyal alternate versions, or engineering events to frame the originals for various crimes. Even if you limit yourself to Companions who don't have counterparts in this reality, they will quickly be able to find locals with the skills and experience to combat them. They can't quite seem to be able to call up alternate versions of you though, or perhaps they've decided not to risk that approach considering your nature?

Whether this conflict is resolved in a spectacular open battle or fought behind the scenes as a multidimensional cold war is up to you, but by the end of your time here you must ensure that this Rogue Watcher is unable to enact their final grand scheme.

Reward = **Dark Mirror** – Whether the Rogue Watcher is destroyed, dragged away by their brethren or otherwise neutralized as a threat, you'll manage to retrieve something interesting from their observatory. It seems to be what the Rogue Watcher used to call upon all those alternate versions of your allies, based partly on the Watcher's usual means of observing different universes. By interacting with its constantly cracking and reforming surface, you can summon forth alternate versions of people you know. It may take some time and practice to be able to find something specific, but in the future, you might be able to call upon the aid of an alternate version of an enemy, much like the Rogue Watcher was able to. It's up to you if you keep the same effects active that ensured the Rogue Watcher of their minions' loyalty and obedience. It seems that they were planning ahead too, as in

cases where there isn't an applicable multiverse or only a single version of the target, such as being one being across multiple realities or some sort of cosmic error, it can still create copies of such beings given some time and effort. Whether you're looking for true alternate versions or clones created through dimensional manipulation, this device could provide you with a multitude of options in the future.

Iron Man's Bodyguard

You might have noticed that Tony Stark tends to die fairly often in this Multiverse. Whether it's a heroic sacrifice, killed by his own creation, betrayed by a friend or even turned into a zombie, it's almost as if his death is an Absolute Point.

For the purposes of this Scenario, it isn't. Mainly because you're expected to save him in each of the major *What If* stories here. Whether you approach this with distant manipulations or close and personal protection, your task is the same; keep Tony Stark alive until the end of the story.

It's probably not going to be easy. Not only is Tony Stark somewhat prone to taking risks, judging by their test-flight of the Mark II Armour alone, but his ego also isn't going to make it easy to get him to work with you or appreciate what you're trying to do. It's arguable that he's his own worst enemy with how self-destructive he's capable of being, so you'll need to protect him from his own habits should they become lethal.

Having a job like this really goes a long way in explaining why 'Happy' Hogan is rarely actually happy, and he only has to deal with *one* Tony Stark, not *seven*. Potentially *eight* if you include the one in Captain Carter's world once she returns from fighting Hydra's Champion, though that one is optional for this Scenario considering they weren't even born when Captain Carter's story started in WW2.

Will you finally answer the question *What If Tony Stark Lived?*

Reward = **A Suit Of Armour Around The Character** – Not quite the whole world, but they might be worth the same to you. And rather than mere vibranium alloy, nanites, or Uru, this is the most resilient form of protection across all of reality: *Plot*. While not taking on any sort of physical presence, you can assign someone other than yourself to possess what is essentially unbeatable *Plot Armour*, the sort that guarantees they will survive and won't suffer any particularly terrible fates. While this won't guarantee their success at whatever their endeavours are, at least with this you'll know that no matter how hard that other people, the narrative and existence in general tries to kill them off, they'll survive it all. This could be useful if you happen to care about, or are required to protect, someone who is at least as hard to keep alive as Tony Stark.

Optional Reward = You have the opportunity to take any of the Stark's that you kept alive and well with you as free Companions, should they agree to it… though it's understandable if you'd decline if you've gotten a bit sick of hanging around them by this point, or just don't want to risk the possible consequences of multiple versions of Tony Stark being in the same room. Or do it anyway just to see what would happen, it could be an interesting story.

Into The Virtual VOID

The world is evolving. Wakanda is looking for the most qualified recruits to test a prototype design. The time is now, and they need you.

Stark and Wakandan technologies have been combined to create a new super suit, known as the Emergence Response Suit or E.R.S., which looks like a mix of the Iron Man and Black Panther armour. You'll find a setting in the suit you have allows you choose for it to have a distinctive colour to help distinguish you from your teammates.

That's right, *teammates*. You can bring up to three of your own Companions in with you for this particular Scenario, who'll be able to share in the challenges and eventual reward if you manage to succeed. You could bring in more Companions if you want, and they'll be receiving their own suits so they can take part, but you should bear in mind the challenges you will face in this Scenario are balanced for up to four people wearing the suits. Bringing in more will increase the difficulty to match your numbers, so don't expect this to get any *easier* because you're bringing in an entire army's worth of people.

Speaking of, there *is* one additional complication you should be aware of for this Scenario: As it involves testing suits that could in *theory* be used by any ordinary human, and any superhuman capabilities or skills you possess could mess up the results gathered from this field test, you and those participating with you will be reduced to your Body Mod while you're taking part in this Scenario, as well as prevented from using any Items or equipment you might usually have. Can't have your own toys messing with the results of the tests, can we?

Are you ready? Let's get you suited up.

Reward = For all your hard work here, you and your Companions get to keep the suits! As a quick reminder, the **E.R.S.** is made of upgraded vibranium that can adapt to defend against any type of energy signature, providing considerable protection even if this doesn't mean you're invulnerable. If you're fighting back, you can shoot repulsor beams from the hands the suits, and by raising your arms in a defensive gesture you can create energy shields to absorb incoming fire to protect yourself and others. The latter feature can be used to unleash a powerful sonic barrage when it is fully charged. It might not be able to fly, but it's got a full life support system for less survivable environments and can even repair itself.

Not enough?

Well, being reduced to a Body Mod for this might have been a bit unpleasant, and you could encounter such situations in the future without the protection we gave you. So, since you're used to using the E.R.S. with just your Body Mod, we can provide the option to have it included *in* your Body Mod, so you won't even need to have the bracelet or necklace it would usually be deployed from! This may require negotiation with Jump-Chan for specific circumstances, and in some of those they could argue it's against the spirit of whatever you've ended up in, but it's an option you might have now.

Ending

The Jump is finished. The chapter of your story here is over and it is time to make your final choice. You have three options for what happens next.

Do you want to **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this Multiverse?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to all those who came up with Jumpchain, Marvel, the Marvel Cinematic Universe, the *What If…?* series, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This was made largely because this author could not find a specific Jump Document for the Marvel Studios *What If…?* series. This author has no complaints if anyone wants to make their own versions.

-This Jump is based on Marvel Studios *What If...?*, an animated American web television series created by A.C. Bradley and directed by Bryan Andrews, based on the Marvel Comics series of the same name. It is the sixteenth television series and the first animated series in the Marvel Cinematic Universe. The series is produced by Marvel Studios and was released on Disney+. The first season is the fifth instalment of Phase Four of the Marvel Cinematic Universe. The first series premiered on August 11, 2021, and concluded on October 6, 2021. The series explores alternate timelines in the multiverse that show what would happen if major moments from the MCU films occurred differently.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Race/Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If there's any confusion about why a largely mundane car is included in the *Guardian* Origin Items… it's because while making this Document, this author was looking for bits of the series online to confirm scenes happened the way they remembered after watching the series and was utterly perplexed to find a car advertisement starring the Guardians Of The Multiverse from the *What If…?* series. After realising that, thanks to the nature of an infinite Multiverse within the series, what was seen in the advertisement could have theoretically occurred there, and on that basis it might as well be included as an Item for that Origin in the absence of something else more suitable.

-Regarding Race/Species Selection – As trying to list every race, species and power present in the MCU and wider local Multiverse and assign them CP values was deemed impractical for this Jump Document, a more general approach was needed to allow Jumpers enough flexibility in choosing what they wanted to be without handing out too much power at too little price, or making an option overpriced. The examples given at each 'scale' are this author's best fair and somewhat rough estimation of that scale, and are in no way considered to be absolute, especially with the local Multiverse meaning that there could be many different versions of the same people or species that have different capabilities. Race has been included in this section as Inhumans are technically the same *species* as Humans but count as a different *race* according to the MCU Wiki and can have powers that give them far greater capabilities than an average Human, thus choosing to be an Inhuman could

cost more CP than it would to be a Human. There were also occasions found in the research for this Document where the terms race and species are used interchangeably regarding aliens, so it was considered best to include both to avoid anything potentially being excluded. If uncertain of what a Jumper's choice would cost in CP, it would be best to go with a fair estimation of what the Jumper honestly thinks the 'natural' capabilities of a particular race/species would be on the given scale.

-Regarding Capstone Boosted **Fury's Maxim** – This isn't intended to criticize any particular Jump Author, other than possibly the author of *this* Document who would admit they've probably made decisions in the creations of Jump Documents that cause unintentional problems for Jumpers. If this effect is somewhat too Meta for any particular Chain or not very useful, but a Jumper still wants a Capstone Boosted effect for the Perk, it can be swapped out with the following: *If you're going to be able to avoid and ignore the stupid decisions of others, you'll often need to be able to notice them in time. You are adept at keeping your good eye on the bigger picture, able to accurately consider any situation in the wider context of events rather than being bogged down on local details or personal grudges, and while you might lack other powers you are very talented at figuring out the motives of others even when all evidence is pointing in a different direction. Not only could this be very useful for investigations but being able to determine where loyalties and motivations truly lay is an invaluable talent for any intelligence operative. Even if they're not sure you should be taking another big swing on them, you'll know for certain if it's the safest bet you'll ever make*.

-Regarding the ***Into The Virtual VOID*** Scenario – This is based on the *Avengers: Damage Control* Virtual Reality Experience and can be expected to follow the same events. Optionally, due to requiring being reduced to Body Mod during it, this specific Scenario can be treated as a Gauntlet, so dying in it can be revealed to just be a very realistic VR experience or some other suitable explanation. This author had originally wanted to make it a full Gauntlet Document by itself, but lack of specific information available about exactly what occurs within the *Avengers: Damage Control* VR Experience meant that any resultant Document would be very limited, so it was folded into this as a Scenario. What is known is that in the VR Experience, Shuri has recruited your team of four players to test her latest prototype design, Ultron comes back after Endgame and attempts to acquire the newly developed Stark/Wakandan technology for their own goals, the players interact with many of the Avengers while fighting off armies of Ultron Sentries, major events seem to take place at a Damage Control facility that gives the game its name, and the players eventually fight Ultron in a giant robotic form. As several features contradict established MCU Canon, this would normally be a non-canon event, but having a Multiverse available for this Jump Document to use now means it could happen *somewhere*, so it seemed a viable option for inclusion in this Jump Document.

-If something in this document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Lots_Of_Mistakes_ *may* return in another MCU-related Jump Document…

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.