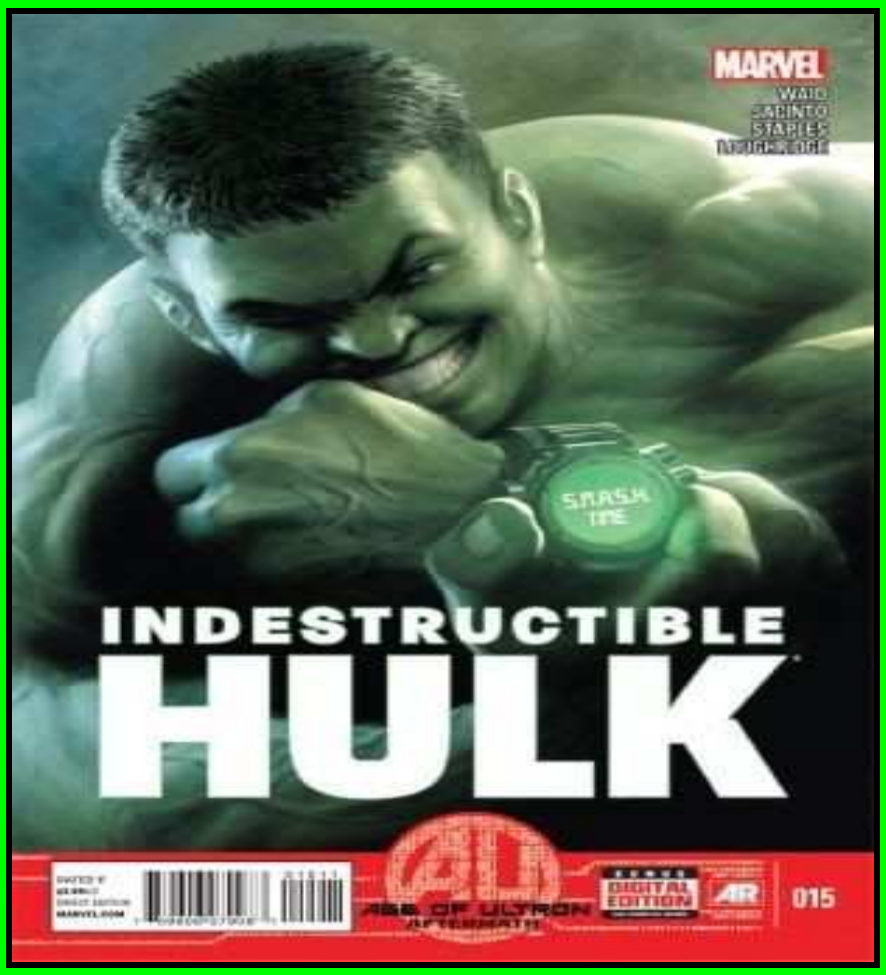


Indestructible Hulk

By FutureMobile4

For years Bruce Banner has tried to rid himself of the Hulk, time and time again to no avail. After years of failure Banner comes to realize the obvious truth that's in front of him: he is incurable. With this revelation Banner decides to use the time he has as Bruce Banner to work for S.H.I.E.L.D. and do some good in the world with his new ideology: Hulk Smashes, Banner Builds. Together with a team of scientists, nearly infinite resources at his disposal, and the Hulk being used for good, Banner hopes to improve the lives of others while finding a place he can call home.

Welcome to the world of Indestructible Hulk jumper. Here's **1000cp** to help you on your 10 year stay.

Origin

Drop-In: You enter this world as you are, with no new memories or history. On the plus side no one knows who you are and thus gives you freedom to act as you see fit. On the down side people will be hesitant to trust you without reason and you might end up attracting unwanted attention if you're not careful.

Scientist: Well look at you mister big brain, whether you're on SHIELD's payroll, working with Banner, or operating on your own it's no surprise that you focus on brains rather than brawn. While you may not be as smart as Bruce, Tony Stark or Reed Richards you are still ahead of almost everyone else you work with.

Agent: Being on the front lines suits you doesn't it Jumper? Whether an agent of Shield, AIM, or some other organization you work to fulfill their goals. Just keep in mind the risks of being on the front lines and make sure not to betray them or else they may turn on you.

Chronoarchist: Oh dear this is not good for the time stream. As part of a team of time traveling terrorists you exist only to bring chaos to the timestream for your own purposes. Just know that you will make powerful enemies who will stop at nothing to prevent the damage you will cause. And Zarrko may use your actions to further his own goals.

Your age is 20+1d8 or 100cp to choose freely and your gender can be chosen freely.

Location

Roll 1d4 or pay 100cp to choose freely

1. **New York**: From Manhattan to New York City this place always seems to be at the center for some big events. From alien invasions to superhero civil wars to a rampaging green monster this place has been through it all and is still standing. You start in a small apartment in any location in New York with rent paid for a year.

2. **Shield Helicarrier**: Unless you're an agent or scientist on SHIELD's payroll you better have a good reason for being here as Maria Hill doesn't take kindly to trespassers. As a scientist you start in one of the many labs or in the barracks if you're an agent. Be wary as this place does get attacked from time to time.

3. **Bannertown**: Welcome to Nuclear Springs, Nevada population: 2. This is a fake town created to test the effects of atomic bombs in populated areas. Now it's been repurposed to serve as Bruce's home/underground lab. You might want to be careful not to run into Banner while you're here. Who knows how he'll react.

4. **Lemuria**: Unless you can breathe underwater and withstand immense pressure you might want to reconsider this one. This underwater kingdom is home to a race of blue skinned beings known as lemurians, taller and stronger than humans with advanced technology and powerful magics. It is currently undergoing a siege by Attuma, self-proclaimed future ruler of Atlantis, as such it would be best to leave quickly before you get spotted or you could join him or the rebels and bring an end to the war before SHIELD takes notice.

Perks

Backgrounds may have their associated 100cp perk for free and gain a 50% discount for all the associated background perks.

General

100cp - Shave, Shower, New Clothes: It's amazing how these things can make someone look and feel brand new. With this perk you become a solid 8/10 in terms of looks and in the event you want to go for a new look just jump in the shower and change your appearance. Want to look rugged, refined, or intimidating? Then hit the showers.

200cp - It's Not Like He's Going To Find Us: You have a knack for showing up when a great opportunity for profit comes. With this perk you gain the ability to sense when getting involved in a situation would be beneficial to you and how you can maximize the potential reward. And if you actively begin looking for a chance to score big odds are you'll find it.

400cp - Blackmail On A National Level: In case someone thinks they can cheat you out of a deal or betray you this perk enables you to find information about a person, organization, or country that if revealed would cause devastating consequences for them. And best of all once you have this information you can't lose it so don't worry about mind wipes or stolen documents.

800cp - HULK SMASH!!!: Well, this is interesting. It seems Banner's not the only person with a serious anger problem. Whether by direct exposure to gamma radiation or being injected with gamma irradiated blood you now have access to a hulk form of your own. This form comes in any color you desire and possesses all the abilities of the original hulk. And since you're paying for this you also retain full control when transformed and can shift back and forth with ease. **This perk is a Capstone Booster.**

Drop-In

100cp - Translate Please?: From Chinese to Atlantean needing someone to translate everything can be a pain. So with this perk you now have the ability to translate and understand any language after reading or hearing it once. Pretty useful if you need to talk to someone in their native language.

200cp - My Name Is Bruce Banner: And judging from the instant smell of urine they've heard of you. Whether its fear, awe, or shock just invoking your name can get a reaction out of everyone who hears it. You can use this to either intimidate someone or use your reputation to get into exclusive places. Just make sure that you can back up the reputation your name brings.

400cp - Client Confidentiality: It's on a need-to-know basis and you don't need to know. If someone tries to find out about something you want hidden then they'll fail at every turn. Intimidation, theft, threats, and attempts at violence will all fail to work on you. The only way they'll find out your secrets is if you tell them willingly.

600cp - YOU LIVE!!!: Everyone has a dark secret and you're pretty good at figuring them out. Just by noticing the subtle cues you can slowly piece together the problem they're suffering from. After which you can try to help them however you can or alternatively you can use this to blackmail them.

> **Capstone Boosted:** Now not only do you know the problem plaguing them you have an idea on how to either fix it or make it worse. This won't give you the solution immediately but it will make getting to the solution much easier. Especially if the person with the problem is helping you.

Agent

100cp - Combat Training: What kind of agent would you be if you didn't know how to shoot a gun. Now you have extensive knowledge of military combat tactics and strategies along with decades worth of special forces training and experience.

200cp - Rapid Response: You're in then you're out, quick and easy. When focusing on completing a mission or objective your reaction time and movement speed are greatly increased. You are also able to see the quickest path to your goal and to safety after you have achieved what you came for. Just remember that the quickest path may not always be the easiest.

400cp - Been Around The Block: You've pretty much seen it all, from time traveling psychos to giant green men nothing phases you anymore. You could be shifting back and forth through alternate versions of yourself one day and fighting a giant made of ice the next and you wouldn't flinch or freak out.

600cp - You'll Get Me Back Hill: You always do. When someone makes your day bad you can make theirs' just as bad if not worse. Someone blackmails you into accepting a deal? Send annoying robot drones to monitor them at all times. Constantly challenging your authority? Have them jump out of a plane with a faulty parachute. You'll always have an opportunity for payback when someone wrongs you.

> **Capstone Boosted:** Are you by any chance related to Karma? Because that's the only explanation for all the horrible things happening to your enemies. Now the punishment is unproportional to the crime. Step on your toes? They're hit by a bus. Steal your lunch money? All their precious belongings are destroyed. And the best part is you don't have to do anything to cause any of this. Just sit back and watch as Karma works her magic. Can be toggled on and off.

Scientist

100cp - Best In The Field: Whether you're an astrophysicist or a chemist you're one of the best in your chosen field. Able to talk and work circles around others in your field you could one day advance the study with time and resources. Can be taken multiple times.

200cp - You Passed The Test: It can be pretty dangerous working with someone who can turn into a giant green monster at the slightest provocation. So you need to find someone who won't run for the hills at the first chance.This allows you to find good talent and strong willed characters eager to work with you while ensuring they stay loyal.

400cp - I Gave You Gum: It's amazing how one act of kindness can get you so much trust. Just by performing a single act of good towards someone they will show you a great deal of trust and friendship, even those with a distrusting nature will come around eventually. Just make sure not to betray that trust or they might not be so trusting of you next time.

600cp - Hulk Smashes, Banner Builds: The new ideology Banner has adopted to deal with the Hulk's destructive rampages. And now the same ideology applies to you but differently. The more destruction you're capable of causing the greater inventions you'll be able to build.

> **Capstone Boosted:** It's not enough for you to just destroy and build. You can now control the amount of destruction you cause, such as destroying only a specific part of a city while leaving the rest intact. And your creations will be improved for greater efficiency and capabilities. Destroy or Build jumper, the choice is yours.

Chronoarchist

100cp - I Can See In 4 Dimensions: You can see the fabric of time itself and by seeing it can use it to suit your needs. This gives you a form of precognition allowing you to

predict what happens next. This also protects you from any alterations in the timeline. Other people see only in 3 dimensions whereas you see in 4.

200cp - Chronometrics: You know how to build and control anything relating to time. Whether it's a high tech suit that blasts out beams of time accelerating energy that ages people into dust. Or a portal into the timestream itself you can build it and more if you have the resources. After all, you have plenty of time on your side.

400cp - The Past Is The Key To My Release: Through a combination of time manipulation and meticulous planning you can ensure that your plans are completed before you've even started. With this perk you'll be able to ensure that your plans go as smoothly as possible and with few errors. And with time travel you'll be able to reap the rewards now rather than later.

600cp - SMASH TIME!: I've seen some amazing feats of strength before but never have I seen someone shatter time with a punch. Whether it's the fabric of time, space or reality itself if you have enough strength you can shatter it. You can even shatter illusions with your blows. The more strength you have the greater things you can shatter with your might.

> **Capstone Boosted:** You've heard of a man's man well this is a Hulk's hulk. It seems you've been exposed to the same gamma bomb that created the Hulk all those years ago and now you've changed. Even larger than the original hulk your strength is beyond measure. Able to send people flying just by waving your arms and destroying mountains just by landing on them. You are more than just another hulk, you are Hulk Squared.

Items

Free - A Box of Puppies: PUPPIES!!! Who doesn't love puppies? This box contains adorable puppies of any breed you desire. They can't be killed or harmed and just being near them brings joy to even the angriest person. Unlimited food, treats, and toys provided.

100cp - A New Phone: It's just a simple phone, except it can't be hacked into and can send and receive calls from anywhere without being blocked through untraceable infra bands. Perfect if you need to talk to someone when your boss keeps blocking your calls.

100cp - Money: Building amazing inventions doesn't come cheap you know. With this purchase you gain $1,000,000 in local currency to use any way you wish. Can be purchased multiple times and adjusts for inflation.

100cp - Contact Lenses: While these may seem like simple contact lenses, put them on and you'll see that they are anything but. These lenses can monitor the vital signs of both you and those you look at letting you detect problems before they arrive.

100cp - Lab: You get a personal lab that's designed based on your chosen field of expertise. With these high-tech tools and state of the art computers you could build wonders in here. It can be connected to your warehouse and if destroyed will be rebuilt in a day.

200cp - Weapons Cache: Woah, where'd you get this stuff from? From plasma ammo railguns to dark matter bazookas you have enough weapons to cause serious problems for anyone in your way. If lost, stolen, or destroyed the weapons replenish good as new. But if you're looking for even more firepower.

200cp - Sonic Assault Rifle: Than look no further then this beauty. Able to fire a concentrated beam of pure soundwaves to rewrite molecules at the subatomic level this weapon can bypass even the most durable shield. At its lowest setting it can actually be used to calm people down. But at its highest setting it can potentially destroy a battleship. Be careful where you aim this weapon.

200cp - Sliver of Uru: Wait, how did you get this? This is a fragment of Uru from Thor's hammer Mjolnir. Despite its small size it possesses enough energy to power a portal to Jotunheim, realm of the Frost Giants. Who knows what else you can power with this.

200cp - High Tech Suit: Well look at you now all geared up. This suit comes with a variety of functions ranging from pressure resistance up to a certain depth, a powerful set of lights to illuminate the dark, a personal force field capable of blocking lasers and providing oxygen and many more. If destroyed it shows up in your warehouse good as new.

400cp - The Quintronic Man: You might wanna clean this out before you use it. A massive three-story robot that once defeated the Hulk this machine was built for space exploration. Capable of withstanding immense pressure and temperatures the Quintronic Man is a force to be reckoned with. The only downside is that it requires 5 people to operate it effectively but since you're paying for it your version only needs 1.

400cp - Jumpertown: Welcome to Jumper Springs, Nevada. Population: you. This false town comes with a refurbished home to live in with all the necessary amenities needed to live here. It also has an underground lab accessible only to you and those you trust with enough space and equipment for 10 people to work on projects. Alternatively, you can use the town for its original purpose and test all manner of weapons, abilities, and items here and the town will be restored after each completed test.

400cp/Free - R.O.B.: No, not the one in Smash Bros. This one stands for Recording Observation Bot. It's a floating drone that serves as a monitoring device to keep track of a person's whereabouts and actions. It is capable of long range communication, translation, computer interface, and can survive underwater to a certain depth. If you take the drawback **R.O.B.: Everywhere, Everyday** then it's free.

400cp - Seabreaker: How'd you get your hands on this thing? A golden cannon the size of a car this weapon can fire beams of energy capable of piercing through submarine hulls with ease. Just imagine what this thing can do to a person, though do keep in mind its slow rate of fire.

600cp - Helicarrier: Hill's gonna pop a vein if she finds out about this. You are now the proud owner of your very own Helicarrier. With 4 massive jets and a nuclear engine this thing can stay in the air for a long time, provided it doesn't get blown up. With enough space to fit an army and weaponry to demolish cities is it any wonder why people want one.

600cp - Dreadnought: The Chinese's answer to the Helicarrier, the Dreadnought is a massive beast of a submarine able to house 24 regular submarines and durable enough to withstand immense pressure and assaults from advance weaponry. With a powerful propulsion system this machine travels quickly underwater and fires a multitude of powerful missiles.

600cp - Attuma's Gift: Be very careful with this jumper lest you cause untold destruction. Through the usage of quantum alchemy Attuma's chief scientist Rasa was able to create a universal solvent lighter than water that can eat through anything, capable of reducing a submarine and her crew to piles of scrap and bones. You not only gain the skills and tools to make more but you can also reverse the process rendering the solvent harmless.

600cp - Time Portal: Take caution when using this device as the consequences can be fatal. You now possess the ability to enter the very timestream itself and as such travel to any point in time. But be careful as without proper protection the timestream can be a deadly place and there are things lurking within that don't take kindly to those who mess with time.

Companions

50-300cp Import: For 50cp each you can import up to 8 companions for a total of 300cp. They get 800cp each.

100cp Canon: If you can convince the character you can bring them with you on your journey.

Drawbacks

No Drawback Limit

+0cp - 500 Years Ago: If you don't want to start at the beginning of Indestructible Hulk then you can go further back. From the day Banner became the Hulk to when dinosaurs walked the earth. However, you will be staying until the end of the I. H. series no matter how far back you go.

+100cp/200cp - Anger Issues: From getting your coffee spilled to having no internet connection it seems that everything makes you angry. You will soon find yourself easier to anger and harder to calm down, this will make working with you difficult at best and impossible at worst. And lets hope you don't turn green when you get angry or things will be really bad. Doubled if taken with **Hulk Smash**.

+100cp/200cp - Hulk Smash: It seems that the madder you get the dumber you become, with your intelligence decreasing the longer you stay mad. At first you'll just have a hard

time pronouncing certain words but eventually you'll only be able to snarl and growl like an animal. Doubled if taken with **Anger Issues**.

+300cp - R.O.B.: Everywhere, Everyday (Agent or Scientist Only): It seems whoever you work for has decided to assign a surveillance device on you to keep track of your whereabouts. Meet R.O.B. your new friend, he will follow you wherever you go and will monitor all of your actions. You can't escape him and if you destroy him he'll just come back good as new. **Grants R.O.B. unit for free.**

+400cp - Split Personality (HULK SMASH!!! Only): It seems your new Hulk form has a mind of its own. Whenever you transform your Hulk side will have full control and do whatever it wants. You also possess no memory of what they did while transformed and will be unable to use any other powers while transformed.

+500cp - Hulk Squared: Oh dear, it seems this creature has escaped the timestream and is now hunting you. It's big, it's fast, and worse of all it's angry. It will appear when you least expect it and will only leave if either you manage to fight it off or cause massive amounts of damage to the area and any people in sight. Also everyone will know that you're the reason this creature is attacking and will be hesitant to be near you.

+700cp - All According To Plan (Chronoarchist Only): It seems that no matter what you do it is all part of Zarrko's plan. Whether you want to or not your actions will help Zarrko escape from prison and cause damage to the timeline.

+900cp - Somethings In The Timestream (Chronoarchist Only): Your constant meddling with time has attracted the attention of something dangerous. Whatever it is it does not tolerate your constant abuse of time and will now be hunting you. No matter where or when you go it will be there to catch you and punish you for your transgressions.

+1200cp - Zarrko Unchained: We have a problem Jumper, not only has Zarrko escaped but he has escaped into your personal timeline and is changing it to suit his needs. Every change he causes affects you so you need to go into the timestream and stop him before he causes irreparable damage to your existence. Good luck Jumper, you're gonna need it.

The End

Now that you've completed your 10 years you now have to make a decision:

Go Home: You've done enough smashing and building to last you a lifetime jumper it's time to go home.

Stay Here: You've gotten used to this hectic lifestyle and want to make it permanent. Here's an extra 1000cp for staying.

Move On: There's still more things to smash and bigger things to build Jumper; time to move on to the next jump.

Notes

This is the updated version of my jump. Perks have been shortened to reduce clutter. Companions and a new item have been added. The jump design has changed. If you can think of anything else please inform me.