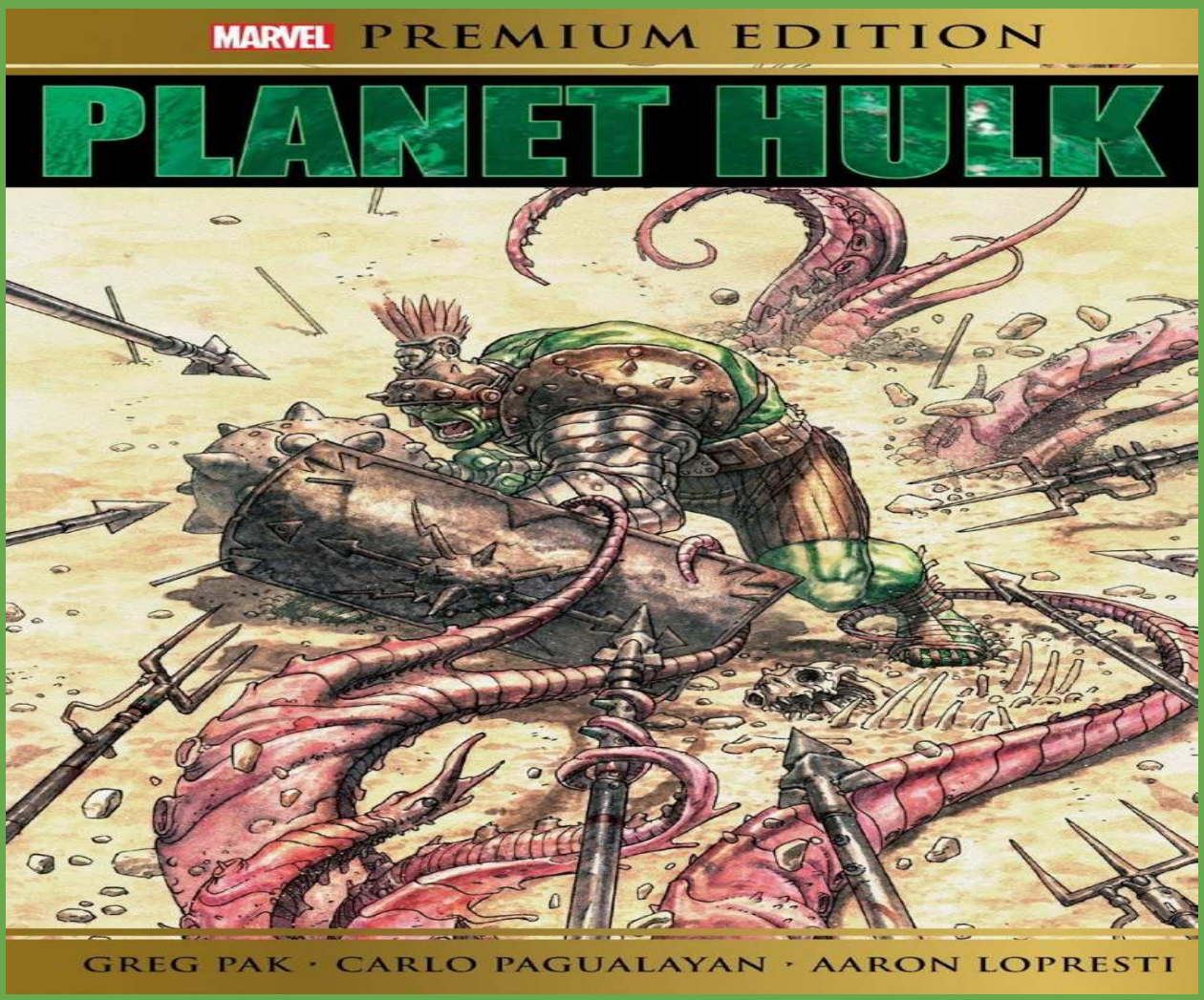


Planet Hulk

By FutureMobile4

After the Hulk's recent rampage causes over a billion dollars worth of damage the Illuminati, consisting of Tony Stark, Reed Richards, Stephen Strange, Black Bolt, Namor, and T'Challa decide that the Hulk is too dangerous to remain on Earth and so with the aid Nick Fury trick him into locking himself into a shuttle and being blasted into space. After falling into a portal he crash lands on the planet of Sakaar where he is captured and forced to be a gladiator for the Red King. This is the world you'll live in for the next 10 years. Join the Red King, join for resistance, or fight for glory in the arena the decision is yours Jumper.

Here's **1000cp** to survive this place.

Location

For the duration of this jump you will be on the planet Sakaar but you can either roll 1d6 or pay 100cp to choose where to be placed.

1. **Crown City of the Empire:** Home to the Red King and his Arena, loyalists and nobles live in luxury and watch as gladiators fight for their lives against monsters and each other. Depending on your origin you will either be in the poor district or in the many mansions of the city.

2. **The Maw:** A so-called gladiatorial training school where only the strongest of the warriors will be allowed to fight in the Red King's arena. With cages filled with unknown beasts and political prisoners to a giant pit filled with lava, you're either here as a future gladiator or a warden. Hope you survive.

3. **The Twisted Woods:** Located near the Crown City, the Twisted Woods are home to a dangerous race of violent machines known as the Wildebots and as such is feared by many as a cursed place. Keep your guard up while you're here Jumper.

4. **The Wastelands:** Once the first imperial capital of the empire it now lies in ruins due to the war between the Father Emperor and the Spikes, a race of sentient spores that consumed every living thing in their path.

5. **Prophet Rock:** Located in the Great Desert this is the holy site for the Shadow People, a nomadic race that follows the Saka religion. Being here could cause problems for the Shadow People unless you are one of them.

6. **Free Choice:** It seems like today is your lucky day. You may choose which location you wish to start at.

Origin

Age and Gender can be chosen freely here.

Drop-In: You arrive here with no new memories and nothing but what you have taken with you. Whether you choose to save or destroy this world is your choice and yours alone.

Gladiator: Whether a former slave to a noble, a political prisoner, or a captured off-worlder it doesn't matter. What matters now is that you exist only to fight and die for the Red King's amusement. This job comes with a short life expectancy as death can come from anywhere, anything, and anyone. Hope you got what it takes to survive.

Noble: You are one of the many nobles who swear allegiance to the Red King and as such are allowed to indulge in the finer things in life. Food, jewelry, slaves, it is all yours for the taking. Just be careful not to attract the attention of the Red King. It never ends well for those who do.

Rebel: DOWN WITH THE RED KING! You fight to free all of Sakaar from the tyranny of the Red King. Whether you're a slave that broke free from your masters, a betrayed noble seeking revenge or a gladiator that won their freedom you now fight to bring order and peace to all of Sakaar. Be careful jumper as this path is long and full of dangers.

Race

Off-Worlder: Whether brood, kronan, a giant green monster, or something else it's obvious that you're not from here, yet here you are. Most residents of Sakaar will either be wary, interested, or fearful of you. That can be a good or bad thing depending on the circumstances.

Imperials: Or "pinkies" as Miek would call them are a race of pink-skinned humanoids who have become the dominant species of the planet thanks to their technology and have subjugated all the other "lesser" races to serve the Empire.

Natives (Free/200cp): Sentient insectoid creatures who evolved from Sakaar's primitive insect lifeforms who used to be the dominant species of the planet until the Imperials subjugated them with their technology. You start as a simple Native adult for free but for

200cp you can instead be a King. Kings are larger, stronger and more durable than their brethren.

Shadow People (300cp): A race of nomadic, grey-skinned humanoid giants who are mostly found in the Great Desert. They are remarkable warriors possessing great strength, speed, and durability. They possess the ability to access a unique form of energy called the Old Power which grants them many great abilities.

Perks

100cp perks are free and other perks are discounted 50% for matching backgrounds.

Drop-In

100cp - Beneath Notice: On Sakaar sometimes it's best that people don't know who you are, lest you attract the wrong kind of attention. This perk will allow you to stay unnoticed on your travels. People who do notice you forget you quickly if you stay out of their sight long enough and information about you will be hard to find. Can be toggled on and off.

200cp - Seen It All: From people being eaten by spikes to being torn apart in the arena nothing fazes you anymore. You're able to keep a calm and focused mind despite witnessing unspeakable acts. Perfect for surviving on the battlefield or on Sakaar in general.

300cp - Fate's Blessing: How did you survive that? It seems that you possess more luck than everyone else. When your back's against the wall and it seems like your time's finally up a window of opportunity opens to aid you. From a surprise wildebot attack to your enemies falling in random chasm fate seems to want you alive. Just remember that fate is a fickle thing.

400cp - Survivalist: Life on Sakaar is no paradise, unless you're the Red King, so it's good to learn how to handle being alone in this world. You now possess knowledge on how to trap, hunt, build shelters, fix injuries, and many more skills necessary to survive this harsh environment.

500/1000cp - Old Power: How did you get this? Basically a watered down version of the Power Cosmic this is a rare power found only within certain members of the Shadow People. It allows its users to draw power from the earth itself to enhance themselves as well as command the earth in various ways. From creating objects and structures of stone, manipulation of lava and magma, speaking through the earth and sensing people with the earth there is a wide variety of abilities to use. They can also turn themselves into stone to increase their durability and strength and should they die can resurrect themselves as living stone beings. This costs 500cp if you're a Shadow Person or 1000cp if you're not. See notes for details.

Gladiator

100cp - Warrior: You won't last long in the Red King's arena if you don't know how to swing a sword. Heck, you won't last long is this world period. So here's a decades worth of weapon experience, combat tactics, and hand to hand skills.

200cp - Meik's New Friend: In the arena it's every man for themselves but through a combination of determination and stubbornness you can get the trust and eventual friendship of almost anyone. Yes even robots with enough time. Only complete sociopaths like the Red King will be immune to this.

300cp - Built Kronan Tough: What are you made of? Those swords just broke on your body. You now have durability equal to that of Korg, a being made of stone that has survived hits from Thor and the Hulk. Regular blades and spears will break on your body and you can withstand energy blast for a while. Just be careful not to bite off more than you can chew.

400cp - Just A Monster: That's all your enemies see when they look at you and that will be their downfall. Anyone you fight will underestimate you and fight predictably. This will give you a chance to catch them by surprise and take them down before they can get serious. Just know that if you do this to the same enemy over and over they will eventually learn.

500cp - Warbound: Through sharing stories of your lives together at night you have forged an powerful bond that will strengthen you when you call upon it. When united with your fellow warbound you find your abilities increasing greatly. And so will your allies as they fight alongside you with perfect unity and teamwork.

800cp - The Green Scar: It wouldn't be a Hulk jump without this. Exposed to gamma radiation you are now a walking force of nature. With your strength, speed, and durability increasing with your rage you are able to bring destruction to anything and anyone in your way. And if something manages to harm you then you'll heal good as new quickly. You can choose to be standard green or any color of your choice.

Noble

100cp - Noble Form: You possess the looks, mannerisms, and etiquette of a proper noble. As such other beings of nobility will see you as one of their own and be willing to interact with you. And if you play your cards right they might even befriend you. This can be useful if you need to infiltrate a noble's inner circle.

200cp - As Is My Pleasure: Setting people on fire, making them fight in gladatorial games for your amusement, committing genocide none of this fazes you. Now if you have to commit a horrible act to further your goals then you can suppress your sense of morality in order to achieve it. Can be toggled on or off.

300cp - Betting Man: I can see you like to gamble. Then this perk is the one for you. Now any bets you make will have a higher chance of succeeding and a larger payout. Useful if you want to bankrupt a few casinos. Just keep in mind that the bet must be possible and that those who lost their money may try and seek revenge.

400cp - IT'S THE GREEEEN SCAR!!!: You know how to work a crowd and get them riled up for more. You possess a natural charisma that has people energized and chanting in no time. And if your skills are good enough can leave an impression on them that will have them cheering your name for weeks.

500cp - Let Him Die As One: Want someone dead but don't want to deal with the consequences? Then through meticulous planning and subtle manipulations you can create a series of events that eventually lead to their death. And the best part is that no one will ever suspect you had a hand in their death. However, the stronger and more influential they are the longer and harder it will be to kill them. Unless you want to get your hands dirty.

800cp - I AM THE EMPEROR!!!: And everyone will know it. Just by looking at you people are struck by a need to treat you with respect. The fear of your wrath is enough that most would think twice about challenging you and will simply avoid you if possible. And those that do challenge your might will soon find their plans ruined and their dreams crushed. You are the emperor and they would do well to remember that.

Rebel

100cp - FOR SAKAAR!!!: Whenever you fight for something you believe in like "peace" or "vengeance" your abilities are boosted.

200cp - Never Surrender: Even when captured by the enemy you refuse to stop fighting. Your willpower and tolerance of pain is boosted and your ability to escape traps and prisons is bolstered as well. Until you die you will never stop fighting.

300cp - I Know A Place: For a rebel being out in the open is a death sentence. Luckily you know how and where to hide to ensure that your enemies don't find you. And if your hiding place is compromised you'll find a new one soon.

400cp - Learn About War: Not all rebels are fully trained soldiers and as such they need to learn quickly if they're going to survive. That's what this is for. Now you can train anyone and they'll learn 10x faster. Give them a sword and they'll be expert swordsmen in a week or two.

500cp - "If An Enemy Invites You In…": You now have the ability to turn your enemies strategies against them for your own benefit. Enemy planning to bomb your camp? Trick them into bombing their own. A spy on your team? Give them false information. Imagine the look on your enemies faces when their plans blow up in their face, sometimes literally.

800cp - Never Stop Making Them Pay: That's what Miek learned from the Hulk and now it's what you learned. When someone wrongs you you can make it so their life is filled with nothing but failure and pain. No matter how hard they try they will never achieve their goals. Only by making amends with you and begging your forgiveness will their suffering end. But only if you allow it. Remember, never stop making them pay.

Companions

50-300cp Import: You can import companions for 50cp for a total 8 companions for 300cp. They each get 800cp to spend.

Warbound (200): Any one of the canon characters catch your eye? Hiroim, Korg, Miek, Caiera, or even the Hulk interests you? Then for 200cp each they're yours if you can convince them to come with you.

Items

Items for certain origins get a 50% discount. All items will be restored if lost, stolen, or destroyed.

Drop-In

100cp - Cloak: It's a simple brown cloak big enough to cover your body but when worn will make people notice you less. Good for sneaking in and out of places.

200cp - Shelter: Being stuck on another planet is bad enough. You probably don't want to sleep outside, who knows what lurks at night. This is just a simple house made of solid wood, with a bed, some chairs, and tables.

400cp - Wildebots: Once created and led by two members the Autocrons, a race of sentient machines, the powerful robots now roam Sakaar wild and uncontrolled. Powerful enough to wipe out entire villages and teams of gladiators these machines are a force to be reckoned with. This purchase gets you 100 of these machines ranging from human-sized to building-sized and they are loyal to you regardless of what you are.

600cp - Stone Ship (Shadow People only): You've got your hands on a very powerful ship Jumper. This ship is what the Shadow People used to escape their doomed world and it serves them well today. Able to withstand bombardment from several Imperial battleships and release an EMP powerful enough to shut down the entire Crown City this ship is a force to be reckoned with.

Gladiator

100cp - Weapons & Armor: Going into battle without weapons or armor is basically asking for death. With this purchase you get a large set of weapons ranging from swords to axes to spears, all in perfect condition. You also get a set of armor that protects your whole body while granting you complete ease of movement.

200cp - T-shirts: You may not realize it but gladiators draw crowds and good gladiators sell. You get 100 t-shirts emblazoned with your logo to give to your fans to show their loyalty. When you see people wearing these shirts you are energized and your confidence is boosted.

400cp - The Maw: Your very own gladiatorial training school built inside a mountain. Those trained here will find their skill growing by leaps and bounds. The school can be changed to fit your desires if you want to teach them anything other than how to kill people.

600cp - The Great Arena (Gladiator only): This is where gladiators go to either die or live to fight another day. This massive arena can house 100,000 people and it allows those within to fight as hard as they like without fear of death. And you can also summon a copy of any foes you've faced before and fight them without worry or have them fight each other.

Noble

100cp - Mansion: No noble would be caught dead without one of these. A massive palatial estate this mansion is outfitted with the best luxuries available. Fully stocked kitchen and wine cellar, lavish beds, indoor pools and everything else you need to live like a king. They come with 100 servants ready to serve your every need.

200cp - Obedience Disks and Staff: Sometimes there are those who will not obey and therefore must be forced to kneel. These disks work by attaching themselves to the victims nervous system and when given an order the disk sends a pulse of electricity through the victim's body forcing them to obey. Those who try to fight the disk either die or are rendered brain dead. This purchase gives you 100 obedience disks and 10 control staffs.

400cp - Golden Battlesuit: Sometimes you need to take matters into your own hands. This golden battlesuit is twice the size of a standard imperial and is decked out with weapons. From flamethrowers to missiles to plasma blades this suit can take on almost anything and in the event that it can't it can either fly away with its jets or create an energy shield to block attacks. They will kneel or they will burn.

600cp - Capitol City (Noble only): This massive city is a perfect symbol of your status. With high, reinforced walls, multiple barracks for troops, and a massive imperial palace located in the center this city will show everyone that you stand above all others.

Rebel

100cp - Flags: Every rebellion needs a symbol to rally behind. You gain flags with a symbol of your choice. When seen by you and your followers they are filled with a sense of hope and pride.

200cp - Hideout: When you need to plan the next assault on the capital or escape from your pursuers this is the place to go. Whether in a cave, a bar, or your basement this hideout is guaranteed to always be hidden from prying eyes. Only those you tell will know about it and be able to enter it.

400cp - Bombs: Hey it's not a revolution without explosives. Smoke bombs, flash bombs, poison bombs, you now have an endless supply of bombs of all shapes, sizes, and types. Just be careful with them, they are bombs after all.

600cp - Imperial Dreadnought (Rebel only): Now the tables have turned. With this you can cause some serious damage. With disintegrator cannons, energy blasters, and deathfire bombs you can unleash great devastation on your enemies.

Drawbacks

No Drawback Limit

+0cp - What If?: What if the Hulk landed on the peaceful planet the Illuminati promised? Or what if the Hulk died instead of Caiera in the explosion? Well now you get to see for yourself. Instead of the main comic series you instead end up in one of the What If? universes.

+100cp - Dumb Brute: You seem to have more brawn than brains as your thinking capabilities are reduced greatly. You'll be talking like Hulk for your duration in this jump and your default answer for everything is to smash it.

+200cp - Cowardly: You can't seem to handle anything scary. Whenever you encounter a dangerous situation your first instinct is to run away from it. This also ends up damaging your reputation around others ensuring that you will always be looked down upon.

+300cp - Miek Is Weak: And so are you. In this jump you will only have the physical abilities of an average human, making you very vulnerable to the dangers of Sakarr. Hope you have some special talent to protect you or you won't last long.

+400cp - Weakened: Just like the Silver Surfer you've been weakened by the portal that sends you to Sakaar. You now can only access 1/10th of your power and with more drain.

+500cp - Obey: Oh dear. It seems you've been implanted with an obedience disk. You can't remove it on your own and if you try to fight it you will either die or go brain dead. Hope you can figure out how to get it off soon.

+600cp - Spike's Favorite Food: It seems the spikes have taken a liking to you. That's not a good thing as they will now pursue you relentlessly in order to feed on you. Everywhere you go you risk bringing the spikes with you. Get used to being alone Jumper, it's gonna be a long ride.

+700cp - Never Stop Making Them Pay!!!: Seriously, can't you just let it go? You now have a difficult time letting go of your anger and hatred. Whenever someone wrongs you even slightly you can't focus on anything else but getting revenge. Even if the person didn't mean it you won't stop until you've made them pay.

Scenario:
Planet Jumper

It seems that instead of the Hulk it is you that has crashed onto the planet of Sakaar and now that you're here you must make a choice. Whether to save this world or bring destruction to it. Depending on your choice you will be rewarded one of the following perks. Should you choose to save the world of Sakaar from the Red King's tyranny, help the spikes get home, ensure the survival of Miek's race and create peace between all races on the planet you will be rewarded with the perk **Sakaarson:** You are the one who saves worlds and now everyone knows it. Everywhere you go people will look upon you with great reverence and awe, treating you with the respect that you deserve. You now have the ability to heal and repair damaged and dead worlds. Turning a once barren world into a paradise is now easy for you to accomplish. However, should you decide to destroy everything then you will receive the perk **Worldbreaker:** Your name is one that brings fear to even the mightiest beings due to your power. You now have the ability to destroy anything from worlds to gods to cosmic entities; provided you have the strength to do so. Any damage you cause is permanent and final with no way to fix it except by your will. Also there will be no repercussion from the devastation you cause. For example, if you kill the embodiment of the universe the universe will still exist.

The End

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

Go Home: You've had enough of the gladiator lifestyle now you just want to go home and relax with all of your belongings.

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: Time to get off this crazy planet and go explore new ones. Move on to the next jump.

Notes

It was kind of difficult trying to find the right perks and items for this jump.
In case you're wondering about the price for the Old Power allow me to remind you that with it Caiera was able to fight the Hulk to a draw and their son Skaar was able to increase his strength from his base strength of 100 tons to 100 trillion tons and send the Juggernaut into space with one punch.

Changelog

V1.1: Changed color scheme, corrected notes, added price to Shadow People, added a scenario and further explained Old Power.

V1: Jump Created