Loki – The Reddit Edition V1.0

(Series 1/?)

By: Lots_Of_Mistakes_

"It's not your story, Mr. Laufeyson. It never was."

Set after the events of *Avengers: Endgame*, the series follows the Alternate Universe Loki, who escaped with the Tesseract/Space Stone after the Battle of New York. He gets arrested, then forcibly recruited, by the Time Variance Authority, an organization that exists outside of the flow of time and is dedicated to preserving the Sacred Timeline, to help them stop another version of himself that's been antagonizing and massacring their agents, who could potentially threaten reality itself if left unchecked.

If that sounds a little confusing, don't worry: Loki's just as confused. But he's determined to turn this to his advantage.

At least until he manages to track down his evil variant. Then things get even more complicated.

At least *you* have the advantage of 1000CP to work with.

Starting Time/Location

This is a bit complicated. Usually, you'd just be given a list of locations, but with time travel being a feature of this setting it would be a shame to limit you or send you somewhere that would immediately be pruned. You can choose any of the presented options for free.

1. **Near A Rock, Gobi Desert, Mongolia, 2012** – It seems that the Loki Variant from the Time Heist isn't the only one to appear here. The TVA will be showing up to arrest the God Of Mischief soon.

2. **TVA Offices, TVA Dimension, Outside Of Time** – Home sweet home, or somewhere you're being held against your will? Either way, it's impressive to look at.

3. **Renaissance Faire, Wisconsin, 1985** – Some outfits may blend in here better than others. If you stick around, you might see a group of Minutemen arrive and go into one of the tents.

4. **Pompei, Mount Vesuvius, AD 79** – An interesting spot to start off at, particularly if you're a fan of volcanoes and volcanic ash. You probably don't want to stick around, as it won't be long until the entire town is wiped off the face of the planet.

5. **Roxxcart Mall, Alabama, 2050** – If you're looking for some shelter or resources in the midst of a Category 8 Hurricane, this would be a good choice. Just bear in mind it won't last long before it's completely destroyed.

6. **Lamentis - 1, 2077** – Don't know what that means? It's a moon, and if you look up then you'll probably see the planet that's soon going to be crashing into it. It's one of the worst apocalypses you could start at that's limited to a single planet. Hopefully you've got another way out, because according to the records the Ark used as an evacuation vessel never managed to leave.

7. **The Void, End Of Time** – You've found yourself in a convoluted wasteland. It is a point located at the end of time used as a dumping ground for everything pruned by the TVA, where every instance of existence collides at the same point and simply stops. At its centre lies a storm-like entity known as Alioth that destroys all it touches. If the Void is a shark tank, Alioth is the shark. It would be best to find a way to leave or somewhere to shelter… just beware the cannibalistic marauders and cannibalistic pirates.

8. **Citadel At The End Of Time, Beyond The Sacred Timeline** – Beyond the storm at the centre of the Void, carved out of an asteroid, is the residence of He Who Remains, who watches over the Sacred Timeline.

9. **Free Choice** – You can choose to arrive at any time and any place within the local Multiverse. Just be aware that not everywhere is safe.

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 a TVA Agent or a lost Variant? Just be careful which explanation you use depending on who you're using it on…

Another Who Remains – *You might have garnered more than a few titles over your travels, and here you might gain a few more. Not necessarily nice ones depending on what you get up to. You might be another survivor of the Multiversal War that led to the creation of the TVA, or perhaps you were the victor in one of your own?*

Time-Keeper – *Despite the Origin's name, by default you're not one of the figures supposedly leading the TVA. But you might work for them, either as one of the many Clerks, Analysts, Minutemen, Hunters, Judges or other employees that form the TVA. You may or may know the truth behind the whole thing.*

Authorised Variant – *Downside, you're a Variant known to the TVA, one of the innumerable beings that did what you weren't supposed to and risked disrupting the Sacred Timeline. Upside, you have skills and experience that make you valuable enough to the TVA to employ you. Are you working with them loyally… or are you plotting against them?*

Rogue Variant – *You've disrupted the TVA's precious 'Sacred Timeline', and whether it's because of your actions or your existence they'll try to prune you if they discover you. You'll be living your life on the run and keeping your head down, unless you take the fight to them.*

Pruned Variant – *At some point, you did something you weren't supposed to, and the TVA reset your timeline. You were caught by a Reset Charge or the wrong end of a Time Stick, but rather than being disintegrated you were transported somewhere else. While it is likely you were sent to the Void, it is possible a glitch with the TVA's technology or your own efforts might have let you evade this fate.*

Race/Species

The TVA monitors all of time and space, and has brought in Kree, Titans, Vampires and Demigods. 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 *Loki* series 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, or a variety of natural abilities with sheer utility that makes up for lack of raw power. 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 America 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. 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 Scale** – Even the mightier Asgardians could find themselves outmatched by your natural capabilities, putting you on the same level as Thanos.

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.

Additionally, as they range from Frost Giants to Alligators, you can choose to be a Loki Variant of whatever Race or Species you pick for free. Again, it doesn't give you anything you don't already have, except an Alt-Form that looks like a Loki.

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 – **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.

Free/100 – **I Speak Every Language On The Timeline Too** – It would be a shame to travel to different points in space and time and be unable to interact with the locals 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 – **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 – **Not A Robot, So I'll Be Fine** – Being a Variant that's been captured by the TVA is bad enough without the potential of something nasty happening to you before you've even queued up for the courtroom, and the TVA seems to have systems in place to detect and

deal with robotic Variants. Maybe they've had issues with powerful humanoid robots in the past? With this, you can choose to count as a non-robot for anything that would check, even if you actually are a robot. This includes sensors checking for an artificial nature, as well as things that would affect a robot such as magnetic fields and attempts to hack a robot's systems. You are *not a robot* according to this Perk, so you'll be fine.

Free – **Fluid Form** – There's plenty of shapeshifters, different Variants of people and various things that might not technically have genders throughout the Multiverse. Being a Jumper with potential access to different Alt-Forms and the opportunity to re-invent yourself in every Jump, you might already have already changed up your appearance and even gender before. Now you don't need to be limited to waiting for the next Jump or rely on specific Alt-Forms, as you can change your gender to whatever you want at will. This affects your appearance as much as you want it to.

100 – **Arcane Asgardian** – While others might rely on a mighty hammer or swords, you can cope without such tools thanks to possessing some degree of talent with magic. You're not any sort of supreme sorcerer, more of a magician, this being more of the capability to use this talent rather than any sort of mastery or extensive knowledge. You know how to do basic illusion projection, duplication casting, minor conjuration, pull small objects towards you and unleash some relatively weak blasts of energy.

100 – **Love Is An Imaginary Dagger** – Perhaps not the best metaphor, nor the healthiest way of looking at things, but perhaps it's because you're so used to wielding daggers and other bladed weapons that you'd use this comparison? Not only can you use daggers, swords and other sharp objects without cutting yourself and easily store them on your person, but you can do all sorts of tricks like flipping and throwing them, even doing so with both hands at once. Even without a dagger, you could improvise just as well with something like a horned helmet. They might not be the best weapon in the world, but you can make them look good.

100 – **Full Of Song** – It's easy for you to become the life of a party, even cheering people up that are trying to flee an imminent apocalypse. Not only do you know a wide selection of songs and have a good memory for new ones, but you also possess an excellent singing voice.

100 – **You Can Be Whoever, Whatever You Want To Be** – Even someone good. You aren't restricted from what you might want to do based on something like your appearance, nationality, age, species, gender or preferences, nor will you be judged for it. Someone might not like you due to what you've done to them, but it won't be because of what you are or what you like. Even if you tended to use magic rather than more martial means when living in a warrior society, the others won't think of you as less for it even if they normally would.

200 – **Mischievous Scamp** – Not every trick requires magic or clever wordplay. You are an expert when it comes to sleight of hand, able to easily pick someone's pocket or plant something on them without anybody noticing.

200 – **I Know Something Children Don't** – That no one bad is ever truly bad, and no one good is ever truly good. Whether or not this is true is debatable, but it seems you've embraced this viewpoint enough for it to have a tangible effect. For things that detect or act upon some inherent good or evil within something or someone, you can effectively decide whether it is the good or evil that is detected and thus acted upon. You can apply this to yourself or others. Even if you were good, you might be able to use something that would normally require a wielder to be bad, and even if you were bad you could ignore a barrier that would normally prevent you from passing. Alternatively, you could successfully use a weapon or spell that normally only affects an evil target on one that would normally be considered good, or vice-versa.

200 – **Because My Mind Is Too Strong** – It would be unfortunate to show up and have the misfortune of immediately running into something that can turn you into a puppet, mess with your memories or realise you know things you really shouldn't. While you might still run into beings that can do this sort of thing, they won't be as much of a problem for you anymore. You're now immune to mental alteration, mind reading, enchantment, and other similar things that alter your mind or behaviour against your will.

200 – **Are You A Recording Or Are You Alive?** – Uhhh… sort of both? Whether you're a shapeshifter, have Alt-Forms or just have different ways to manifest yourself, you can choose to effectively mix and match the different forms you can take without issue, allowing you to possess qualities you might have in one form while you have another. Do you have one Alt-Form that's a hologram, and another that would only usually work inside of a computer? Maybe you can be a hologram that can hop inside a computer screen now. Why be so limited in a Multiverse of Variants?

400 – **We Just Crossed The Threshold** – When you arrived, was there a flicker of scarlet light? The sound of distant thunder? Maybe not, but anyone claiming to know how everything is going to go when you're around will be fibbing from now on. Any sort of prediction, foresight, fate manipulation or other ways to accurately predict or manipulate your future don't work on you anymore. Destiny or fixed events don't really apply to you anymore, and no point in your time is fixed or unchangeable unless it would benefit you. This peculiar nature of yours, being somewhat outside of the established rules of this Multiverse, has the potential to enhance some of the abilities you could acquire, acting as a Capstone Booster for the 600CP Perks here.

Another Who Remains

100 – **I've Been Dubbed Many Names By Many People** – But it's not as simple as a name. For you, titles that you come to be known by actually have some degree of power, slightly bolstering whatever qualities the title might be related to. If you were well known as *The Conqueror*, for example, you would find your attempts at conquest noticeably more successful.

100 – **Not Every Version Of Me Was So Pure Of Heart** – Not liking yourself is one thing, but you might be in the rare position of having to deal with alternate versions of yourself. As some might not be inclined to get along with you, or just cause problems with their mere existence, this could be a useful defence against such threats. Your existence stops any other versions of yourself from existing or showing up in whatever particular Multiverse you are in, whether they would be Variants from different dimensions, copies that would be created, or something stranger.

200 – **The Quest** – You know you can't get to the end before you've been changed by the journey. And as a skilled author might know how to make the characters in the stories they write develop in the way they want, you can do the same to real people. Should you want them to develop and change in a particular way, you know just what trials and tribulations to put them through to end up the way you want. You'll still need to set up the trail of breadcrumbs leading them on the path you design, but you'll know precisely where to lead them so at the end of it they'll have been changed in the way you want.

200 – **Beyond The End Of Time** – Being outside of the conventional flow of time has had some interesting effects, whether it's due to coming from an entirely different time-space continuum or living after the 'end' of time. Specifically, you and your possessions are completely immune to any sort of temporal effects that you don't want to be affected by. While others might be trapped in loops, shunted through time or have their age altered, such efforts are entirely ineffective against you or your possessions.

400 – **They Share Technology And Knowledge** – Whoever or whatever you might have been communicating with, it seems you've picked up a few things. You know everything about the technology and science involved in the TVA, as well as many things that even their official highest authorities don't. You know how to build, alter and even improve upon everything the TVA uses, from Time Cells that can contain prisoners at in looping moments of their lives, to Reset Charges that can seemingly erase things from existence. You even know how to search for, contain and harness entities such as Alioth. The only thing holding you back from creating a TVA of your own is having to do everything yourself, but you might be able to put the memory erasing technology you know how to build to good use in acquiring some additional manpower…

400 – **I Paved The Road** – Every step they took to get there. You paved the road, and they just walked down it. It's not actually precognition, and thus can't be blocked or mislead by measures usually used to deal with such abilities, but your talent at getting people to do exactly what you want might as well be precognitive with this degree of manipulation. This

is best for long-term plans, as things entirely beyond the threshold of anything that could be expected happening out of nowhere might leave you a bit lost in the moment.

600 – **A Swing And A Miss** – They'll wonder how you're able to get out of the way just before they kill you. How you already have your defences loaded up with everything to keep from being killed by them. It's because you know it all. All the scheming, all the talking. At the start of a Jump, you can designate a target in the form of an individual or organisation, and upon doing so know absolutely everything they could do, when and how they intend to act, and how you can prepare for it and act to thwart their attempts. It might take you a bit of time and effort to actually put a countermeasure in place, but it will always be possible for you and once you're prepared then nothing that they can do could ever come close to touching you. Not unless you deliberately let your guard down because you *want* to lose.

> **Capstone Boosted** – The problem with master plans is when something happens that is not only not part of the plan, but so far out of anything that could have reasonably been anticipated that it was impossible to plan for it. While lesser manipulators might flounder, you have incredible skill at quickly adapting to unexpected events and improvising when faced by such things. Even if you have no idea what's going to happen next, you could still convince anyone else that everything's still going according to plan with how well you adapt to an unknown future.

600 – **You Came To Kill The Devil, Right** – If they think you're evil, just wait till they meet your Variants. Something far worse will fill the void if you're destroyed. Specifically… more of you. If you are killed, sealed away, or otherwise so significantly indisposed you aren't around to keep doing things as you'd intended, then alternate versions of yourself will start showing up to cause problems. While they won't necessarily be as dangerous or powerful as you, being a wide variety of Variants of yourself and having an equally wide range of capabilities based on what you *might* have been, a good number of them will certainly make those that disposed of you wish they'd stuck with the devil they know. Because they won't just have one devil, they'll have an *infinite* amount.

> **Capstone Boosted** – Reincarnation, baby. Even if you're killed, another version of you will eventually end up back where you are anyways… and you'll be able to resume from where you left off as if you never died in the first place, avoiding consequences such as Chain-Failure via death or the Jump running out of time. It might take a long time, but your eventual return in this manner is inevitable. See you soon…

Time-Keeper

100 – **Jumper J. Jumper** – Wow, that's an… unusual name. Yet nobody will bat an eye. Any name that you choose to go by will be taken seriously and not seen as out of place no matter how peculiar it might usually be. You find it quite easy to find and remember other people's names as well, which could be useful if you're working with a lot of people.

100 – **You're Coming With Us** – Trying to arrest desperate and often powerful figures can be quite difficult and dangerous when all you're armed with is the element of surprise and a fancy baton. With this, you've got one more advantage. If you are arresting someone, they won't immediately run, fight or use whatever abilities or equipment they have to escape or combat you, giving you a brief moment to act in the moment of confusion your declaration of arrest causes. This could be useful if they have superhuman strength, illusionary or other magical abilities that would make arresting them while they're still on their guard rather difficult.

200 – **Just Shut Up, Please** – Some people *love* to talk, to the point you might be tempted to gag them. If you lack such equipment or need them to talk about something useful rather than wasting your time, this could come in handy. Now you can get anyone to either shut up or get to the point quickly. This doesn't guarantee that they'll say precisely what you need to hear, but if they were going to give you the information in or after a long speech you can get them to skip to the bit you need.

200 – **Why Is It The People You Can't Trust Are Always Saying Trust Me?** – You've been doing this long enough to know when the Variants, or anyone else, are trying to talk their way out of things. Specifically, you can always tell when others are lying or hiding something. You won't necessarily know *what* the truth is or what they're hiding but knowing that there's something to look for is a pretty good start to any investigation.

400 – **I Specialize In The Pursuit Of Dangerous Variants** – You really do. You have all the skill and expertise that a detective or investigator would need, from noticing small details that are out of place to researching the clues you pick up. You also know everything you need to know to track down and capture Variants. It doesn't matter if they're Kree, Titans, or even Vampires, because once you figure out what you're up against you'll be able to come up with effective plans to track and capture them. If you're not with the TVA, perhaps you can put these talents to other uses with law enforcement?

400 – **Let's Make It A Competition** – Sometimes you need to get other people to do what you want even if they'd never usually want to, and not only that but have them do it to the best of their ability. Fortunately, you know how to accomplish this by playing to their pride, ego, or even a sense of professionalism by setting what you want them to do as a competition. It doesn't matter if they're a schemer or trickster that would claim to run circles around other manipulators, because what you do isn't manipulating. It's *motivating*.

600 – **It's Real Because I Believe It's Real** – Staying motivated and positive in a job that essentially involves removing people from existence and averting the attempts of others to improve themselves might be difficult for some, but you know how to remain upbeat. You

have boundless motivation for any goals you are working towards and can share this endless wellspring with others if the cause is sufficient. Even if the means are questionable, you can motivate yourself and others to do such things for a sufficiently important cause if it's genuine. Preventing multiversal chaos could justify quite a lot, as an example…

> **Capstone Boosted** – What about the things that aren't real? Well, now they're not real because you know they aren't. Whether it's illusions, holograms or similar tricks, it just doesn't work on you unless you want it to.

600 – **I've Studied Your Entire Life** – Whose? Well, that's up to you. At the start of each Jump, you can select a specific individual. You will become an expert when it comes to not only that individual, but every Variant of that person. You'll know everything that has and should happen in their entire life, and the immediate impacts of their actions. If they're your subject of expertise, then you would be able to accurately predict even the most mischievous of people. Just bear in mind that your own interactions with your subject might result in a bit of unexpected character development, to the point they could potentially surprise even you if you're not paying attention to what you're influencing them into becoming.

> **Capstone Boosted** – It seems your studies have broadened quite a bit, extending from a single individual to an entire group of people. You could use this knowledge of a specific organisation to know how it works, how it reacts, and even where the weaknesses of your subject of study are. If you wanted to burn it to the ground, you'd know just where to set the first sparks.

Authorised Variant

100 – **Unique Jumper Perspective** – Coming from outside of the TVA's rules and regulations, you bring with you a different perspective on things. You excel at outside-the-box thinking and can find ways to thrive in chaotic situations.

100 – **Big Metaphor Guy** – Sometimes being the smartest person in the room, or at least having that impression, can make explaining things to everyone else somewhat more difficult. And that's before taking into account that some of your audience might not even know something as basic as what a fish is. Fortunately, it seems that metaphors now extend throughout time and space where you're concerned, and you'll know precisely what sort of metaphor you need to explain something even if the concept is relatively new to you. When you use metaphors to explain things, which you are now quite good at doing, people will understand what you mean if you actually want them to. In addition, the use of metaphors makes you sound super smart. Even if you are smart.

200 – **It Is Adorable That You Think You Could Possibly Manipulate Me** – If you thought of yourself as some sort of Trickster God, it would be a little embarrassing if you were tricked by others. Now, at least, you'll know when you are being manipulated by others, as well as how to figure out who is manipulating you. You also know how to play along, so they don't know that you know, in the event you want to find out what else they might know.

200 – **In My Heart** – Sometimes, you need to keep things close to your chest. You seem to go one step beyond that, having created something akin to a magical pocket within yourself. While it can only hold things smaller than your torso, it might still be useful to have somewhere to keep things even if your other pockets have been removed, or where it's much harder for anyone else to take things from.

400 – **Expect The Expected** – That was their first lesson in catching a Jumper. It won't be the last either, as it doesn't seem to matter how well known you are as a trickster or how many times you've fooled them, you'll still be able to trick people that really should have grown used to your tricks… even if they know full well that you're tricking them they'll still fall for it. Half the fun of being a trickster is knowing everyone knows you're a trickster and then can't really spoil the fact that you know that they know. You're such an expert with your own set of tricks that you're actually rather good at predicting or even tricking others who use similar tricks to you.

400 – **No-One Bad Is Ever Truly Bad, And No-One Good Is Ever Truly Good** – Perhaps you're so used to deception and illusions that you've learnt to see that people have far more depth to them than what they show to others, or that they're far more malleable than they think? This ensures that you and other people are entirely capable of changing behaviour or nature. If you decided to genuinely turn over a new leaf, perhaps reforming from a life of villainy that you now see as pointless, then others would accept your efforts rather than think it's yet another trick. You could even seek to redeem others, always being able to find some part of them that could show they were never *truly* bad and eventually bringing it to the surface. If you're less inclined to raise others up, you may find this same talent

invaluable for dragging others down, as you now possess the ability to corrupt even the most heroic of figures with that one part of them that shows they were never *truly* good.

600 – **They're Two Completely Different Powers, Actually** – You're no petty sorcerer messing with powers you don't understand, you were actually paying attention when you were being taught. You have extensive knowledge of magic and can very easily explain even the most complex features of it to even the dullest and least interested audience. Though this is more if an in-depth academic understanding than genuine skill at doing it, you will quickly be able to understand even unfamiliar other forms of magic through brief observation or explanation. Even if you have no interest in being a teacher or scholar this could be useful for the ambitious. After all, understanding something is the first step to being able to manipulate it…

> **Capstone Boosted** – Technicalities are wonderful when they're on your side. For example, while being within the TVA supposedly supresses the use of any magical powers, preventing the use of illusions, conjuration, magical blasts or mind control through magical means, it doesn't seem to universally remove or negate effects that were put in place outside of the TVA and brought inside. Otherwise, a Frost Giant that took on the appearance of an Asgardian while outside of the TVA would shift back to their natural form when taken inside the TVA. You'll find that there will always be similar ways around effects that would supress or otherwise affect you or a power you have, such as being able to use something that's *technically* not magic despite being very similar when magic is being blocked, or just creating a passive magical effect outside the anti-magic area and being able to retain it while inside. Perhaps you could even find a way to use a magical effect *inside yourself* and thus not technically within the area that the effect is prevented from working in. Unless the preventative effect was specifically put in place to stop what you're doing and covers every conceivable approach to using it, you're bound to find a way around it.

600 – **One Who Escapes** – You might lose, sometimes painfully… but you're rather good at escaping. Like a God Of Mischief, you're a natural at evading the consequences of your actions. If you were captured after invading a different planet to your home, you might find yourself returned to your people to be sentenced by their laws rather than a potentially far worse fate at the hands of those you've slaughtered. If you were thrown into an inescapable cell, an opportunity to escape would soon come about thanks to outside forces. Even if you were put on trial by the all-powerful TVA and about to be reset or pruned for your actions or very existence, circumstances would lead to you being spared in exchange for working with them. It might not be a dignified escape, but somehow you'll always be able to evade imprisonment. This doesn't help much when someone's immediately trying to murder you without hesitation though, so it might still be wise to pick your battles and know when to surrender so you can bide your time for your inevitable escape.

> **Capstone Boosted** – It seems you've become so good at escaping that you've become capable of eluding death itself, while convincing others you're dead and not coming back. Even if they know you're capable of faking your death, or have been known to do it before, you can still deceive absolutely everyone and everything regardless of any methods they might have to test or detect your deception. You're so good at this particular trick that you could convince the TVA themselves that you died when you were 'supposed' to do so and only be picked up if you returned to

affect things again, or even get any benefits that would come with your ‘sacrifice’ without actually needing to die. You can decide whether or not you trigger any effects, Perks or otherwise, that would normally activate with your real death, in the event you want to benefit from them or add something to help sell the illusion of your demise.

Rogue Variant

100 – **The Ends Of A Thousand Worlds** – That's where you grew up. Clearly you have a knack for surviving and navigating through disasters that aren't somehow focused on destroying you. You won't get hit by debris or negatively affected by passive features of disasters as long as there's a chance of avoiding them, and you'll know how long you have till the point where nothing could possibly survive. You'll still need a way to escape, but at least you'll know how long you have to come up with a plan.

100 – **Never At The Expense Of The Mission** – Being a bit hedonistic might be fun at times, but there's a time and place for such activities. Such as when you're *not* trying to keep a low profile and escaping a doomed planet. You'll always know when you need to avoid such distractions and have the will to resist these temptations when it would interfere with your goals. Not only does this also apply to those who might be with you on the same mission, ensuring that your plans aren't ruined by an ally but when you *do* indulge in hedonism you can choose to instantly recover from the effects of it.

200 – **Thank You For Helping Me Stall For Time** – Some people really do love to hear themselves talk. Why not take advantage of that? While this doesn't guarantee they'll talk about anything useful, if you're not actively fighting them you can easily goad anyone into talking. Whether it's one sided or a full conversation will vary depending on the situation and person, but it is guaranteed to distract them from other things even if they're normally very observant and make them delay whatever they might otherwise be doing. Ideal if you need to stall until the next part of your plan triggers.

200 – **Are You Sure You're A Jumper?** – It wouldn't be too surprising for others to refer to you as the *superior* Jumper when comparing you to any other versions of yourself, as with this Perk it seems that your Variants just aren't so good when they're up against you. Whether they make mistakes you never would or prove to be inferior in some other way, you'll have a significant advantage against them. This Perk cannot be copied, duplicated, taken, or used by any Variant or version of an individual other than those who bought this Perk, with any duplicates or Variants of them not sharing this Perk or being able to benefit from it, just to make sure you don't somehow end up on the wrong end of it.

400 – **Tech Savvy?** – While others might think it's possible to power a TemPad with the equivalent of a nightlight, you know how that sort of thing really works. And how to wire it in once you've found a proper source of power, even if the TemPad wasn't designed to be that compatible with non-TVA equipment. You're able to use any technology you encounter, to the point that even as a child you could use something you've never used before as well as an experienced user could, just by having some idea of what it's supposed to do. Given a bit of time you could probably figure out how to get it to do a few things it's not supposed to do, though this might take a bit more power than usual. Just bear in mind this doesn't mean you'll always know how to repair such advanced technology if it gets broken.

400 – **Because We're The Same** – Rather than fighting with or competing against your Variants or those who possess similar powers to yourself, you can greatly benefit from combining your efforts with them. Not only do you find it far easier to form close

connections with Variants of yourself or others who are similar to you in some way, but by working together you can actually boost your powers to achieve far greater than those involved could have accomplished normally. The more similar you are to those you attempt such feats with, the greater the possible boost will be. The greatest possible boost might come from working with a Variant of yourself that you have become close to…

600 – **Thanks For The Tactical Advantage** – You might have found that other people love to talk about themselves, and while conversations are usually two-way you can easily get them to reveal a lot more than they ever intended to, even if you don't share much about yourself. The longer they talk, the more likely it is that they'll reveal details that you want or could find useful, even if they'd usually keep such secrets close to their chest. To avoid falling foul of the same tactic, you know how to keep a conversation going and talk without accidentally revealing anything you didn't intend to share, as well as making it seem like you've slipped up and revealed something you didn't mean to share.

> **Capstone Boosted** – It would be unfortunate to go to all of the effort of getting somebody to talk, only to find they didn't know anything useful. That's not a problem for you anymore, as you'll always be able to find the people with the information that you need, and even the wrong targets will somehow reveal information that you can benefit from. This could range from accidentally exposing a vast conspiracy in a way that aids your goals, to finding that your target somehow acquired information they're really not supposed to know that would be very useful for your plans. Whoever you talk with or listen to, you'll always be able to get *something* useful out of them, even if you're not aware of its value at the time.

600 – **I Taught Myself** – Getting suitable tutors while you're on the run from the TVA would be a difficult feat. Fortunately, you're both a quick learner and talented when it comes to training yourself and discovering new applications to your abilities. You are able to learn and rapidly master things that the abilities you have would logically allow you to do. If you possessed magical abilities, you would be able to learn how to enchant others even without a specialised teacher.

> **Capstone Boosted** – If that's what you can do by yourself, just imagine what you could accomplish with a proper teacher! Perhaps you should find out? If you received proper training from someone else, you would quickly learn how to replicate abilities if you have even the slightest potential to be able to do the same thing.

Pruned Variant

100 – **Don't Die** – It's not much of a plan, but it could buy you time to come up with a plan… even if that plan is just where to run and hide next. Escaping pursuit and danger is your speciality, as is hiding from it. You also have practically inexhaustible stamina when it comes to fleeing but can't really use this for anything else. You'll always be able to find some sort of shelter, even if it doesn't last for long.

100 – **Fluent In Alligator** – While others might use technology or magic to communicate with other species, it often runs into limitations. You don't have that problem, as you can understand and be understood by anything that is sentient. You also have an accurate sense for when something actually is sentient, so you won't make a fool of yourself by trying to talk to somebody's pet, or mistaking another thinking being as a mindless creature.

200 – **Even The Mad Titan Believed It** – You can cast projections of yourself that are utterly indistinguishable from the real thing, even to the most observant of beings or those who would know you can use such capabilities. You can create illusionary disguises that are just as convincing. The only way to tell them apart from the real thing is their lack of solid form, but curiously enough nobody will figure out this property unless you deliberately make your illusion interact with something that has physical form.

200 – **I Removed Myself From The Equation** – Sometimes, if you think about the universe and your place in it, you can come to realise you're a large part of the problem. If you wish, you can decide to completely isolate yourself from everything and everyone else, knowing a remote place to go. As long as you stay there and don't try to get involved in anything, everything else will leave you alone. Even if you're a feature of reality that isn't supposed to exist or an outside element that needs to be removed, the forces governing such things will leave you alone if you deliberately isolate yourself. You'll never have to worry about anyone stumbling across your hiding place, somehow getting dragged into events, or even suffering from collateral damage. The only real enemies you could face in this solitude are loneliness and boredom, for if you return to the wider world this protection will quickly fade away.

400 – **Blades Are Worthless In The Face Of A Loki Sorcery** – Knives might look nice, but they're rather useless as they clatter to the floor when your neck's being snapped. You aren't so limited, and instead focused your time and effort on mastering magical abilities. This applies to any form of sorcery you possess or learn to harness, allowing you to make solid illusions when you would have normally been limited to insubstantial ones, or creating portals through space to any locations you are familiar with. This focus has vastly increased both your finesse and raw power when it comes to any form of sorcery.

400 – **The God Of Outcasts** – While you might want to play other roles, this seems to be one you fall into rather naturally. Not only do you find it easy to assemble and lead groups of people who are similar to you in some way, or have been lost or abandoned, but you can get these groups to remain functional and have everybody plotting against each other even if they're made up of people that would usually cut the throats of everyone that trusts them. Wherever you go, if you're searching for the lost and abandoned then you'll always be able to find such people to rally to you and look upon you as their leader.

600 – **Stronger Than We Realise** – You have escaped the paltry limitations that the TVA approved destiny laid out for you and found that your potential is far more than anyone could have ever imagined. In fact, you don't seem to have limits anymore. Your abilities will steadily grow over time, and with practice this growth can be further accelerated. While you might have once been limited to creating illusions not much larger than yourself, you would one day be able to conjure an entire city from your memories.

> **Capstone Boosted** – By surpassing what you once thought were your own limits, you have learned that such things are largely self-imposed on others, and how they can overcome these limitations. Perhaps a vast gulf in power compared to your associates made you feel lonely, or you saw the potential in strengthening your allies? Either way, you can ensure that your friends, allies and subordinates can benefit from their own endless potential in the same way you can.

600 – **Glorious Purpose** – While often mocked and largely unsuccessful amongst the many Variants of Loki, it can't be denied that the idea of a *glorious purpose* has provided considerable motivation for them. You seem to have considerably more luck when you're working towards your own. Once you have selected a goal as your *glorious purpose*, you will find that you have far more success when actively working towards that goal, encountering less setbacks and perhaps being able to get far closer to achieving it than you could have reasonably expected to. By itself this doesn't guarantee that you'll succeed at fulfilling your *glorious purpose*, but at the very least there will be a chance of doing so even if it would usually be impossible.

> **Capstone Boosted** – Strangely enough, it seems you're far more successful when you're aiding the glorious purpose of someone else. When you are working towards someone else's goal the chances of overall success seem to increase even more, and even greater if you are doing something to help them at your own expense. While it might not be a particularly Loki thing to do, actually sacrificing yourself in the aid of someone else's goal would turn a nearly impossible achievement into something very likely to succeed.

Items

General Undiscounted

Free – **Everything You've Ever Said** – You can say that this sounds absurd… only to find that it's just been added to this pile of papers. You don't have to sign for this one, as its creation might have been something of a clerical error at the TVA Paperwork Clerk's Office, but you'll now have a complete record of every word you've ever said. It defaults to paper form, but if this would cause logistical issues due to you talking a *lot* or just existing for a long time, this can be recorded in digital form instead. It might be a more convenient alternative rather than dealing with literal mountains of paperwork.

Free – **Time Variance Authority Variant Inmate Jumpsuit** – It's not comfortable, good looking or even particularly protective, but it's better than nothing and does have pockets. Even if stripped of every other form of clothing against your will, you'll either be dressed in this or find it nearby when you need it. Curiously enough, you can put on this Jumpsuit instantaneously, even if you happened to be falling at the time.

100 – **Glorious Music** – You have the full soundtrack from the *Loki* series composed by Natalie Holt, 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 – **Mundane Monetary Materials** – Even if you can travel between and along timelines, sometimes you actually have to pay for things. This might be a problem if you don't actually have any money, or you have the wrong type for the time and place 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 when or where you go here or in other Jumps you will be able to use it.

100 – **Jumper Identified** – It might be useful here or in the future, especially if you might attract suspicion for not having a way of proving who and what you're supposed to be. 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.

200 – **Robot Detector Machine** – Please confirm to your knowledge that you are not a fully robotic being, were born an organic creature and do in fact possess what many cultures would call a soul. Not sure? Would you like to test this? This archway will scan anything passing through it, determine the nature of the being, presence of features such as a soul, and create a printout of their temporal aura. By default, this device will also proceed to melt the being from the inside out if it is a robot, but your version can switch this feature off if desired. If you wanted to weed out robotic duplicates, Life Model Decoys and other cybernetic infiltrators this might come in handy. Just be prepared to clear up the mess.

200 – **A Minute For An Advertisement** – Not familiar with what's going on? Not even sure if you should be somewhere? Miss Minutes recorded a special video just for you, giving an animated summary of where you are, what's going on, why your chosen Origin is where you've found yourself, and anything you should immediately be prepared for. In other settings you can have Miss Minutes, or a suitable counterpart present a similar video for you and any Companions you've brought with you. Perfect for quickly getting up to speed on the basics. Just bear in mind this won't reveal anything classified or hidden from the general populace, it is based on a *propaganda* video after all.

400 – **Draw Full Of Paperweights** – You don't need to threaten to gut someone like a fish, you can just acquire this desk from the TVA department responsible for collecting and filing evidence. Aside from records of evidence, stationary and spare papers, one drawer of this desk is full of miscellaneous, largely useless things in the TVA. Multiple sets of Infinity Stones, for instance. While these might be the greatest powers in their respective universes, they're utterly useless inside the TVA and no better than shiny paperweights as they are now. In other settings you'll get duplicates of this desk, one drawer now containing inactive versions of the most powerful artefacts or equipment you might have found within the setting. Such things are little better than decoration or paperweights in the state you'll find them in, but perhaps you can find some way to use them?

Another Who Remains

100 – **Robes That Remain** – How do they remain? Well, clean and comfortable. They won't even get in the way if you have to do something like climbing on top of a desk covered with other things without tripping you or knocking something off. This defaults to a purple and green ensemble identical to the one worn by the One Who Remains, but you can choose for it to be a Variant design or something more fitting your tastes.

100 – **Snacks That Remain** – Fresh and edible, and vanishing should you toss them away with new ones appearing when you want them. It might be fresh fruit, like an apple, drinks, or something else, but whatever it is might be a nice snack while working or explaining something.

200 – **Android Decoys** – Fake, but potentially quite useful if you want to remain behind the curtain and avoid anyone coming directly for your head. While these three Androids default to being replicas of the Time-Keepers, you can decide on a different appearance if you'd prefer. Whatever you choose, while they aren't particularly mobile or durable, they are convincingly lifelike when undamaged and can be undetectably controlled without any sort of interference from any other time or location of your choice. Even from a place outside of time and space, if you have access to such a location. The remote control that comes with this Item is designed so you can easily control all three of them simultaneously, complete with speech, so you could even hold conversations between your puppets or have them react independently to help keep up your charade.

200 – **Void Spacecraft** – The prototype? While it's not certain whether it exists outside of this purchase, you could have your own fully functional one. It's a spaceship designed to withstand the temporal void, allowing it to safely travel to and from the location that all pruned individuals are sent. As this might have limited use in other settings, you'll find it allows safe travel within environments that would usually be too hostile for anything to remain in or have properties that would make anything existing inside it impossible. It'll even protect from effects that would somehow corrupt, alter or mutate the ship or its inhabitants, should you end up travelling somewhere that could occur just by existing in the wrong place. This vessel isn't armed or particularly well armoured but having something that can safely travel in places where time and space don't exist, or the laws of physics or lack thereof should erase it and its occupants from existence could be useful.

400 – **Miss Minutes** – Are they a recording, or alive? Sort of both. It seems you have your own version of the artificial intelligence that serves as the TVA's animated mascot. Like the original, this Miss Minutes is capable of running all the equipment that you have, even if it's spread across different times and dimensions. You can choose to have anything specific isolated from this reach if you'd prefer a bit more privacy. As you might not be able to depend on the same infrastructure of the TVA in other settings, this AI is capable of projecting themselves anywhere in time and space that you, your allies or subordinates might be, allowing them to act as an ideal liaison and assistant for you and whatever organisations you might run. They can either be a hologram or just appear on a screen, or even hop between them at will. Optionally, you could have your version of Miss Minutes have a different appearance and personality than the original, but whatever form they

might take they will be utterly loyal to you and completely impossible for anyone else to hack or subvert.

400 – **Multifunctional Tool** – You've got something a little better than those flimsy TemPad's that the TVA uses. This advanced device includes many functions of the TVA's regular equipment, capable of producing a substance that can be morphed into various shapes for the purposes of presentation, creating Timedoors to open space-time portals throughout the local Multiverse, and a function akin to a Time Twister that can revert the user to a previous position or transport them to a different location in the same general vicinity instantaneously. If you knew precisely when and where someone would try to hit you, the latter function could be used to effortlessly dodge such attacks by programming in when to move beforehand.

600 – **Citadel At The End Of Time** – It seems you have your home-away-from-everything. Located on an asteroid in the end of time and carved in situ from the black stone with gold vein embellishments, from here it is possible to see the Sacred Timeline pulsating as a tangible force in a vast circle around it. You can choose whether yours is in partial ruins like the residence of He Who Remains or is more intact. In this location, it is impossible to perform actions that would create branches, such as the ones detected by the Time Variance Authority, nor does anything here age. You'll find it quite a secure location too, as it's impossible to get to this Citadel using means such as a TemPad due to lack of anything for it to lock onto. Along with other features you might have already seen, this one includes a vast display room where you can keep any artefacts you acquire, as well as something akin to a holographic security system that can be used to recreate a selection of the greatest warriors from across the timeline to defend you from any intruders. Just be aware that the latter has limits, as the main defence of this facility is its nigh-unreachable location. In future Jumps, you can choose to have your Citadel appear in a similarly secure location outside of conventional time and space or placed somewhere a little easier to access.

600 – **Alioth** – An interesting and rather terrifying choice of pet, this trans-temporal entity can serve as both guardian and weapon. Created from innumerable tears in reality and capable of consuming time and space itself on a vast scale, you can use this smoke-like being to devour and totally destroy any form of matter or energy. The only limitation of this particular beast is things that are specifically Fiat-Backed as being indestructible, as it can easily destroy anything less even if it *should* be indestructible within the setting. Fortunately, this creature is well trained so it won't destroy anything you don't want it to, so you don't need to worry about leaving it by itself and coming back to find it's eaten everyone and everything in the vicinity and can safely interact with things without consuming them. Useful if you want to pet it without losing an arm. You can also direct it to go after specific prey, as it won't get distracted by the largest possible meal nearby and potentially lured away from your actual target. If you're not using it as the ultimate rubbish disposal system or a weapon to consume entire timelines and universes, you can have it remain in one area and essentially 'contain' vast locations inside itself, such as the Citadel At The End Of Time, making it a powerful guardian at the expense of mobility. This takes a bit of time to establish or detach from, but you can choose to essentially 'Import' a location you own into a suitable location with your Alioth already in its guardian position at the start of the Jump to save time. Finally, as you might not have a lot of space to keep such a vast

creature, given a bit of time your version of Alioth is capable of shrinking itself down to the size of an ordinary dog. It might still look like a living tempest, but you might find it more convenient to have your pet fit into a single room rather than tower over entire mountains all the time. You don't really need to feed it, but if you do 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…

Time-Keeper

100 – **TVA Uniform** – You have your own uniform suitable for whatever role you might have in the TVA. This might be a set of armour if you're a Hunter or Minuteman, or something more suited for a Judge. It might be very protective if one of the former or give you a strong impression of authority for the latter.

100 – **Jet Ski** – Wow, you have one of these? And a bunch of magazines about them, for when you don't have time or permission to use the Jet Ski. The latter could be quite useful in learning how to use and maintain it, and we'll throw in a proper life jacket so you can use it safely. You're not really going to have any time to use it while you're working for the TVA though.

200 – **TemPad** – You have your own model of the device used by the TVA to control Timedoors to travel through different points in time and space, use Time Cells to trap people in a time loop of a specific point in their lives, identify Variants, see project files, and to monitor the timeline. It's even got a function to draw things on a screen and project them as simple holographic images. Yours doesn't run out of charge, and if you aren't a loyal member of the TVA you might appreciate the function to have it operate independently from the rest of the TVA network, preventing yourself from being tracked by Miss Minutes.

200 – **Time Stick** – The standard weapon used by the TVA to incapacitate and/or prune Variants. Collapsible and capable of lengthening to a longer bladed staff-like shape, this device can seemingly disintegrate any organic or inorganic target, while actually transporting it to the Void. Yours can be configured to send a target elsewhere if desired. An additional function can briefly slow a target hit by this baton-like weapon to $1/16^{th}$ of its speed, while causing them to feel the pain in real time. Useful if you need to secure someone with far greater strength than you.

400 – **Time Twister** – A security device used by the TVA to control and evade their prisoners when necessary. It can be used to temporally loop whoever it is secured to, which can be used to return a prisoner to their original position by a few seconds and preventing them from being able to successfully run away or attack. It can also be used to transport the target to a set location. It comes in the form of a collar to go on the prisoner and a remote control for the one guarding them, but unlike the standard model this collar can't be removed or disabled by anyone you place it onto, and the mechanism won't activate against your will. This might be useful for avoiding a prisoner successfully removing the collar and using the device on you. Just bear in mind that the Time Twister just loops whoever it is placed on, not anything else, so if furniture has been moved since the wearer was last sitting on it, they will fall to the ground if looped back to when they were in that position.

400 – **Minuteman Squad** – It seems you've been given command of a squad of TVA's main forces. You might be the senior member if just a Minuteman, active leader if a Hunter, or just overseeing them if you're a Judge. If you're not part of the TVA, perhaps they've gone rogue to join you? Either way, this squad of Followers are equipped with standard TVA armour and Time Sticks, and one member carrying a Reset Charge. While they have TemPads as a necessity, it seems these ones are limited to creating Timedoors to and from

your current time and location, making them better at rapid response at the cost of preventing them going anywhere else in time and space. Still, when you need backup that's just a call away, these are the fastest responders you could expect. Should they or their equipment be lost, damaged or expended, they'll be reinforced and resupplied within 48 hours relative to you.

600 – **TVA Holoprojector** – It seems you've acquired your own TVA Holoprojector, viewing room optional and attaching itself to any property you own or accessible via your Warehouse. Using this device, you can look up the records of how the lives of any individual *should* go without any interference. You can review their past, present and future, easily navigating to any specific point in their lives even if they're thousands of years old. You seem to be the only one absent from the records, which might be due to either a filing error or your unusual nature. Curiously enough, hitting the device hard enough to crack the screen seems to create a peculiar error in the records, causing it to generate a variety of scenarios that could have occurred due to minor differences in events. Not particularly useful for the purposes of the TVA, but it could be interesting if you ever wondered... *what if*?

600 – **JTVA** – Jumper's Time Variance Authority? You might name it differently, but with this purchase you're a little closer to proving you have free will by being the one in charge. You have your own Time Variance Authority Office, a headquarters existing out of space-time where time flows differently. Complete with all the equipment and personnel to monitor innumerable timelines, and everything needed to record every event that takes place over entire timelines, you could choose to rewrite an entire Multiverse into a single, uninterrupted timeline and work to prevent nexus events and branching timelines in the same way the TVA does. Like the Offices under the command of Judge Renslayer, magical powers do not function within this space, nor do abilities or artefacts that rely on their location such as the Infinity Stones. Unlike their TVA, you have administrative control over this effect, so you can allow or exclude specific people and magical abilities from this blocking effect. In other Jumps you can choose to extend this blocking effect to other abilities of your choice, ensuring that your forces have no issues with even the most powerful prisoners. If you have ethical or practical issues when it comes to staffing and would prefer an alternative to brainwashing innumerable Variants, your Offices can instead be staffed by generic Followers. Finally, this immense facility provides not only protection against other forces that would manipulate time and space but can be used to override or block any such efforts, so you don't need to worry about powerful beings or organisations that might notice and object to what you're doing here.

Authorised Variant

100 – **TVA Variant Uniform** – Defaulting into a white shirt, tie, trousers and a brown jacket with a TVA symbol on the front and *VARIANT* written on the back in bright orange lettering, this is the approved uniform for a Variant working with the TVA. Here it will actually give you something to wear more than the standard TVA Variant inmate jumpsuit, allowing you to be recognised as a Variant authorised to work with the TVA. Elsewhere, it will allow you to be recognised as part of an organisation even if you're something they would usually try to eliminate or imprison. So long as you're not actively and obviously working against them and their goals, members of such groups will accept you as a co-worker, even if they'd usually try to kill you on sight.

100 – **High Ground** – You are Jumper, not on the level of the mere locals… and now you'll always have a convenient slightly higher point to stand on as you address them. It could be some nearby steps, a stage, or even a well-placed rock, but it's somewhere you can address your audience from.

200 – **Fine Asgardian Leather** – You have your own set of Asgardian Armor, defaulting into a green tunic overlaid with golden metal, as well as a green cape and horned helmet. It can be summoned onto your person at will, regardless of what you were wearing before, and is quite protective. Just bear in mind the TVA would prefer you stick to the approved uniform while you're working with them.

200 – **Twin Daggers** – It could be argued that these limit you… but having something sharp on hand could be handy for any cutting or stabbing you need to do, so here you go. There's not really much to say other than the fact they're quite durable and can make an easily audible metallic noise at will when unsheathing, spinning or waving them about. Good for showing off, if nothing else.

400 – **A Sampling Of Your Greatest Hits** – Interested in revisiting moments of your past, seeing your present from another perspective, or seeing what your future might have been? This TVA Holoprojector has been set up to let you see your past, present, and to some extent your future. While the former features are entirely accurate and go all the way back to your birth before you even started Jumping, the records for your future are somewhat less reliable and more limited. Specifically, it is limited to the events of the current Jump and only show what *should* occur or is *believed* to occur, and if you seek to change those events you probably can. Will you embrace a destiny, or try to prove your own free will?

400 – **Personal Time Cell** – The Time Cells you might find and use here may run into issues when it comes to accessing moments in your timeline that didn't happen within the local time-space continuum. This one has been calibrated by Fiat to avoid such issues and can let you essentially re-visit any given moment of your past, even things that happened in previous Jumps. This is more akin to a perfect recreation than actually going back to that point, as this setup doesn't change the events that actually occurred nor allow you to take anything out of this loop. On the plus side, you can leave the time loop at any point, rather than being trapped there. You can allow others to use this Time Cell to visit moments of their own past with similar opportunities and restrictions, though you could potentially lock

them inside to endlessly relive the same moment and be unable to escape. It's your Time Cell, not theirs.

600 – **Bag Of Tricks** – You might not think of yourself as a magician… but you've certainly got quite a lot of useful things up your sleeves. More accurately, you have a seemingly inexhaustible supply of various things that you can conjure up seemingly from nowhere at any time, ranging from a quill and paper to a warm blanket. Nothing in this particular collection is particularly powerful, valuable or dangerous, more akin to various odds and ends that you've picked up over time, but the sheer variety of things you can pull out of thin air somewhat makes up for this. It could be useful for getting up to all sorts of mischief.

600 – **It** – What have you got? Well, whatever it is, it can certainly come in handy, as it seems to function as a 'get out of imminent death or disaster' card once per Jump, triggering when you have nothing else. The way it functions can vary, such as causing a fortunate coincidence, or vastly boosting some power you might have. You might, for example, somehow manage to force back a building falling on you with your telekinetic powers when you've never done something anywhere near that scale before and it would have been a very useful trick. It won't even be remarked on by anyone else even if whatever happened was very unusual. Maybe you're just a lot stronger than you think?

Rogue Variant

100 – **Concealing Cloak** – If you're on the run, it might help to conceal your appearance. The cloak and hood included with this outfit can hide your identity from any observers, keep you protected from harsh climates, and won't interfere with efforts to move or flee by getting caught on things or cause you to trip.

100 – **Kablooie Bars** – If you come bearing gifts, this isn't too bad an option to hand out. A blue chewing gum that was only sold regionally on Earth from 2047 to 2051, this can be used to bribe bystanders into silence. You have a replenishing supply of these bars, and while the bribery might be noticed and not last particularly long if those you bribed are specifically questioned, it can buy you valuable time.

200 – **Low Key Lantern** – Useful both as a light source that only extinguishes when you want it to and for ambushes, this lantern will ignite the ground as if the area was covered in oil if deliberately dropped, creating an intense and rapidly spreading blaze. You and your allies are unaffected by the flames, smoke and heat this creates, giving you a useful advantage.

200 – **Quantum Ore Shovel** – Manufactured by Advanced Idea Mechanics, it's not entirely clear what special properties this device should have. This one can be used to dig far more effectively than an ordinary shovel and with far less effort, as well as storing a large amount of the dug material within itself to be deposited elsewhere. If that's not particularly useful for someone on the run from the TVA, you might appreciate its use as a distraction, as it will drawing the attention of others who see it should you activate it and leave it embedded somewhere.

400 – **Time Bombs** – If you needed to create a distraction big enough to distract the entire TVA and divert their Minutemen, this would be ideal. This is a large number of Reset Charges rigged up to be sent through Time Doors to various random times and places. If triggered, this setup would cause a multitude of simultaneous nexus events and force the TVA to scramble almost every available Minuteman and Hunter to deal with the chaos you've unleashed. In other settings, this setup will take on an ideal form to distract an organisation of your choice in a similar way, forcing them to divert the majority of their forces to deal with the problem your Time Bombs have caused, and while it might not involve disintegrating large sections of multiple timelines it is guaranteed to create an opportunity for you to exploit.

400 – **Hostage J-01** – While you could search for someone with the right information and spend time and effort tracking and capturing them, you could just acquire them here instead. Bound so they can't escape and with their TemPad and Time Stick removed, this Hunter possesses information that you would find vital to your goals if you can get it out of them. In addition, if you have a method of controlling them, you'll find they are compatible enough for you to use any sort of combat capability or strength you have through them, essentially granting them superhuman strength and durability if you have such capabilities. In future settings, you can choose to have them replaced by a sufficiently high-ranking figure of an organisation who possesses similarly vital information. For the purposes of Jumpchain rules, you can consider this individual to be akin to an unwilling Follower.

600 – **Dangerous Zones** – In 2050, the town of Haven Hills, Alabama experienced a Category 8 hurricane, causing severe flooding. The Roxxcart Mall served as a place where people could stay during the storm. However, the town was destroyed and everyone in it died. While a tragic event, its nature as an apocalyptic event completely conceals any occupants that might cause nexus events from the TVA. You have a list of such apocalyptic events and details on the last possible location within these events that remains safe the longest and have numerous small hideouts at these apocalyptic locations throughout time and space across every timeline. You'll know precisely how long you have left at a location until it is completely destroyed in the apocalyptic event, telling you how long you can hide out there until you need to move on to the next or be caught in the apocalypse. Staying in these ultimately disposable locations will completely conceal you from detection by the TVA and similar forces capable of observing entire timelines. What you'll have at each hideout might vary, with an isolated tent having very little while somewhere like the Roxxcart Mall would have far more materials to work with, but at the very least you'll have somewhere to sleep and a small stash of supplies.

600 – **Blade That Removes** – You should be very careful using this sword, and not just because it's very sharp. Perhaps it's been affected by exposure to Alioth, travelling through innumerable timelines, or something far more maddening and multiversal, but whatever the reason it is an extremely dangerous weapon thanks to the capability it has; Should you kill someone or something with it, it will kill *every* Variant of that being. Every reality within your current setting that has a Variant of the one you killed will be affected from the point you land the killing blow, from alternate timelines to mirror dimensions. Every possible version will die at the same time, and any new Variants that are created won't escape this effect either, instantly dying the moment they reach the same relative point in their own timeline even if their own respective timeline branched off at an earlier point. While this is horrendous overkill in many situations, it is arguably the only way to ensure that a being that cannot be allowed to exist *anywhere,* no matter how different their alternate selves might be, is slain. It could end a Multiversal war between infinite Variants of a single person with a single stab… or avert one before it starts.

Pruned Variant

100 – **Outcast Outfit** – You might want some sort of protection if you're running around in the Void if you don't already have something. This might be a Variant design of someone else's outfit or a haphazardly assembled assortment of clothes scavenged from the wastelands of time. Whatever its exact appearance, it will help you blend in with the ruins of the Void and avoid attention from other occupants even if a large part of your clothes are bright yellow.

100 – **Laevateinn** – Jumper, you're gonna need this on your journey. At least, it could be useful if you don't already have a weapon of some sort, or you need to act as a distraction. This sword is quite sharp, creates a suitable sheathe and straps when you place it to your back or side, and the blade can be ignited. Not only will the latter feature burn others or act as a source of heat, but you can use it to easily draw the attention of others to you. Just make sure you have a plan for what to do once you've got the attention.

200 – **Vote Jumper Badge** – What you have here is a red, white and blue badge with *Jumper For President* written on it. While wearing this, it has a noticeable influence in making people gravitate towards you being their leader. This works best on groups that don't yet have a leader, such as survivors roaming the Void, but it would somewhat aid your efforts to gain the leadership position in established groups. You'll also find you have a replenishing supply of identical badges, though not possessing the same leadership-encouraging ability, just in case you want to hand them out to your followers.

200 – **Detector** – Living in the Void, populated by raiders, cannibals, Alioth and whatever other monsters have been sent there by the TVA, being aware of your surroundings could make the difference between life and death. This gadget, identical to the one Kid Loki uses, can detect movement over a large area. It doesn't identify what it is, but it gives you an indication on size, numbers, and direction of movement, so you can judge whether to run and which direction to go. It can also alert you to new arrivals to the Void, which could be useful if you're trying to recruit other outcasts. Outside of the Void, it can be configured to detect other means of temporal or spatial travel.

400 – **A Mess Of Jumpers** – Considering they look quite different from you and don't seem to possess any of your Perks, it's debatable whether these are actually Variants of yourself or just a bunch of people vaguely dressed in a manner to match your theme. While they're not really that impressive individually, having your own group of expendable followers could help surviving in the Void. Unlike President Loki, your Followers are actually loyal to you, so you won't need to worry about getting stabbed in the back. If any of them die, you'll somehow manage to acquire replacements by the next day… or the equivalent of which, considering time doesn't really pass in the Void.

400 – **Glorious Decoy** – Sometimes, you just don't have enough time or space to run away and survive. In such a situation, you might find this handy. This Item will take on the form of something that wouldn't look out of place in the situation and location you choose to use it in, such as inanimate debris, or even a copy of a helmet you wear. When 'activated', you will find that the object transforms into a full physical copy of yourself, while you take on the

physical form of the object. In doing so, you could have your decoy get its neck snapped while you hide as a bit of debris, or even have it devoured while you clatter to the ground as a somewhat decayed helmet. While this might not fool everybody unless you have some illusionary capabilities or skill at faking your death, your 'inanimate' self will be completely overlooked until you decide to start moving and transform back into your ordinary form.

600 – **Void Kingdom** – Even here, you want a throne? Then you'll need a kingdom to put it in. You seem to have your own point located at the end of time, where every instance of existence collides at the same point and simply stops. An amalgam of alternate realities, filled with faded and decayed structures, it is almost identical to the one the TVA's pruning sends Variants and the matter of branched realities. Although it doesn't have its own Alioth or a Citadel At The End Of Time, it will contain a wide variety of notable structures such as the Lighthouse of Alexandria, and you might be able to scavenge useful materials, trophies and technology from amongst the endless ruins. While the TVA's Reset Charges and Time Sticks will only send the affected targets to their own Void, the purchase of this Item gives you a way to configure your own Reset Charges, Time Sticks or similar technology to send targets here instead. Being a point at the end of time, ordinary TemPads and other means of time travel are incapable of accessing this location due to lack of anything to lock onto, and nothing in this location ages. TemPad's can be used to leave this location though, so if you intend to trap anyone here you should make sure to confiscate such devices. In future Jumps, you'll find numerous other additions to the contents of the Void, even without any pruning on your part, so you'll always be able to scavenge something useful or interesting from the numerous timelines of other settings. Bands of cannibals and living beings optional.

600 – **Jumper Palace** – An underground "palace" hideout located in the Void. It's more of a hideout that only you can find than an actual palace… though that might not be perfect protection if there are other Variants of you running around. This makeshift court, which might be a converted bowling alley, contains a variety of scavenged items including a symbolic 'throne' complete with a 'J' over the top, other chairs, a popcorn machine that never seems to run out, and an area for any animals or pets you have. It's not particularly glorious, but it's an ideal place to hide and survive in. While defaulting to the Void here, either the original or your own Void Kingdom if you've bought that Item, in future Jumps you can choose to import this hidden shelter into any other wasteland or as an attachment to your Warehouse.

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:

If you like, they can essentially be Variants of yourself, though without any of the Perks or Items you have outside of what's in their description or what they already have. You could even import your own Companions into being Variants of yourself, however that might work out. Some might call you an incredible, seismic narcissist for using such options… but we won't judge.

200 – **Constant Companion** (Free for Another Who Remains) – Need an ever-available assistant or a liaison who can travel between you and your subordinates whenever you need them to? Look no further than this individual. Dependable, dedicated and utterly loyal to you and your goals, they can be teleported to you whenever or wherever you are, whenever you need them, either due to a beneficial mishap with a Time Twister or some intended feature of their creation.

200 – **Jumping Judge** (Free for Time-Keeper) – Well, they might actually be a Minuteman, Hunter, Analyst or one of the many clerks working for the TVA, but they know the organisation inside and out. Incredibly intelligent and knowledgeable about time and the many ways that events can impact past, present and future, they have aided in the investigation of numerous time anomalies and tracked down a huge number of Variants.

200 – **Temporal Trickster** (Free for Authorised Variant) – Do you have a less-than-entirely-voluntary co-worker? Guaranteed not to stab you in the back, despite having done this more than 50 times to others, their talents and perspective have made them a valuable asset for the TVA. Their greatest ability, other than their impressive talent for using and spotting deception, is their knack for quickly adapting to things, quickly picking up how to use and abuse new rules and technology. They are no doubt figuring out how to exploit the TVA's time travel for their own ends and would be eager to work with you whether you're loyal to the TVA or not.

200 – **Elusive Element** (Free for Rogue Variant) – Spending most of their life alone and on the run from the TVA, this individual has considerable talent when it comes to escaping and evading the notice of others. Their impressive skill as a planner and strategist has been bolstered by a talent for enchanting others, allowing them to manipulate minds and possess others with a touch.

200 – **Allied Animal** (Free for Pruned Variant) – Is this a Loki Variant pretending to be a Variant of someone else? That would be a very Loki thing to do. If so, it's an impressive deception, as this clearly intelligent animal possesses a natural feature of its form that makes it a genuine threat or problem even for something with your natural capabilities. For example, if this happened to be an Alligator, they would have fangs and a jaw powerful enough to take off the hand of someone just as durable as you, even if you were superhumanly durable. They're also rather good at finding shelter and noticing when others are trying to sneak up on you, both useful survival skills in many places.

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? There are plenty of Variants of characters you're already familiar with to take with you as a new Companion. A version of Thor that's a frog? 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 – **Me, I Presume** – Whether they're superior to you or not is debatable, but they're clearly a different Variant of you. They might be going by a different name as well, such as 'Hopper' if you go by the name 'Jumper'. While they might actually be your opposite in many ways, and might not quite share your appearance, they're willing to join you as a Companion as their own Chain abruptly came to an end. It helps that they'll be receiving Variants of the Perks and abilities you might acquire, and clearly already have counterparts to ones you already have. Maybe you can learn from each other? Exactly how you'll get along is really up to you and how you'd treat… yourself.

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 – **Variant Storyline** – When you have the potential of a truly infinite Multiverse, however much the TVA tries to avoid such a thing, and innumerable timelines, why be restricted? You can choose to ignore any Canon events in the *Loki* series and instead use any alternate continuity or fanfic of the setting 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 time travel gives a lot of options and outcomes, if you're sticking to familiar times and places 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 – **Variable Length** – 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 *Loki* 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. Alternatively, you can choose to extend your stay here for as long as you like past the 10-year deadline, which might be appreciated if you have a lot to do.

100 – **Variant Identified** – It seems you've done something you weren't supposed to and have been noticed as a Variant by the TVA. While they don't automatically know the full extent of your capabilities, you're now on their radar. It might be best to cut a deal with them or start running if you don't want to be pruned.

100 – **What If I Was A Robot And I Didn't Know It?** – You might find out. In fact, you'll find out pretty conclusively if you ever pass through one of the Robot Identification Arches that the TVA uses. You're now a robot, and while you're still *you* and unchanged on the outside in terms of appearance, you will also register as a robot for anything that would be checking

for such status. It might be best to stay away from magnets… not that they'd damage you unless they were very powerful, but it'll get annoying walking around feeling like you're a fridge. You can have your robotic self as an Alt-Form after this Jump if you like, as well as similarly robotic variations of any other Alt-Forms you already have or gain in the future.

100 – **Madame, A Jumper Does Not Plead** – You might have been beaten, taken somewhere, stripped of your clothing and possessions, even seen someone else in your position be killed for a minor infraction… but you'll *still* think you're practically untouchable and above everybody else. If arrogance was armour, yours would be indestructible. If you can't back up this attitude… well, don't expect things to get any easier or more pleasant.

100 – **Hair Flips** – You have a peculiar habit of dramatically flipping your hair, which is now long enough for this to be visible. You never tie it back so this becomes unnecessary either. It doesn't really cause problems, other than a momentary hesitation from whatever you're doing at the time, but anyone associating with you regularly will soon notice that you keep doing it.

100 – **Weapon Whirl** – You have a habit of spinning or otherwise showing off with whatever weapon you use at the start of a fight before actually using it. It might look cool if you can successfully pull this off, but it does slightly delay you at the start of a fight.

100 – **I Don't Like To Talk** – That's… not a lie. Not with this Drawback, as you'll now avoid talking other than when it's absolutely necessary, using as few words as possible. It's going to make communicating with anyone else a bit more difficult.

100 – **It's Called An Alias –** You've changed your name. Specifically, whatever name you might usually use has been replaced by another, and you'll refuse to use your old name while you're here.

100 – **No Wonder You're So Bitter** – Candy and other sweet foods seem to be entirely absent from your life. Even supplies you've already acquired will be replaced by things like nuts and grapes. You didn't have a sweet tooth before coming here, did you?

100 – **I Was Young And I Lost A Bet To Thor** – You've done something highly embarrassing in the past, and to make matters worse it's something that is very well known. While nobody will automatically know it was you, it's entirely possible for others to find out.

100 – **Let's Just Say Your Salad Is Asgard** – Every time you try to have something to eat, *somebody* wants to use it as part as a metaphor. You can expect others to try stealing your salad, sprinkling it with salt and then pouring water over it to demonstrate the effects of an apocalypse, amongst other things. You can expect a lot of ruined meals thanks to someone trying to sound smart.

100 – **You Make Even The End Of The World Sound Boring** – You have a way of draining all the fun out of even the most extraordinary events. If this doesn't particularly bother you, you'll instead find that other people have this effect instead. All the wonder and mystery about even the most impressive cosmic events… gone.

100 – **I Can't Sit Backwards On A Train** – You have very specific requirements when it comes to any form of travel, and if not met you will be deeply uncomfortable. You might have to always sit facing forwards on a train or you'll feel ill, close your eyes whenever you teleport or become nauseous, and have similar conditions for any form of travel other than walking. It won't completely stop you from using such forms of transportation, but you'll always regret not being able to use it the way you feel you *need* to.

100 – **This Is Where We Diverge From The Dogma** – As far as you're aware, the Time Keepers are the ones responsible for saving existence, forming the chaotic realities into the Sacred Timeline, created the TVA, and are currently working on the end of time. Even if you'd normally have outside information saying otherwise, now you only know about the TVA's version of events according to their propaganda. You won't know anything about the Void, the truth about the TVA members, or He Who Remains, which could pose a problem if you get involved in the events to come.

100 – **Grow Up, Jumper!** – Even if you have justified complaints about the way things are, other people don't seem to show you much sympathy. This extends to anything that goes wrong for you. Even if you were put on trial for *existing* as a child, had your home erased from existence, were forced on the run your entire life and had to kill to survive, being justifiably outraged that this all happened for the *convenience* of another will only lead to your reaction being considered childish.

100 – **Jumper's An Alligator** – Which isn't even all that strange. What might be more of a problem is that you're stuck in the form of an Alligator and only able to communicate in ways an Alligator can. Hopefully somebody else can speak Alligator. On the plus side, you still have all the other Perks and abilities you might normally do, and you get this as an Alt-Form once this Jump is over.

100 – **Underhand Approach** – Seems you've ended up on the wrong side of an Alligator at some point and lost a hand. Or the equivalent point of a quarter of your limbs if you're not an ordinary humanoid. While you won't be dying from this, the injury having been treated, you won't be able to replace or regrow the missing bit of you with anything more effective than a hook. Maybe you can be a Pirate Variant?

200 – **What's A Fish?** – You have about as much knowledge of the world as someone who lived their entire life behind a desk. That is to say, very little. Hopefully you don't need to venture out of the office or go on some sort of grand, timeline-spanning adventure while you're here, otherwise you're going to be very confused and more than a little lost.

200 – **Just Loops You, Not The Furniture** – A limitation of the Time Twister, and one you're going to become familiar with. It might be due to your unusual origins outside of the local timelines or a mishap with a Time Twister, but whatever explanation you use you'll now be randomly and repeatedly reverted back to a location and position you were recently in. This doesn't revert your mind or physical state, so from your perspective it will be as if you were teleported. If you were sitting on a chair a minute ago, you might be reversed back to that location in a sitting position, which might be awkward if the chair has been moved. While

this will never get you killed or interfere with matters of life and death and won't send you back more than a minute or two, it will occur on an annoyingly frequent basis.

200 – **This Isn't About You** – You might think you're the main character in all of this… but you're going to be proven wrong. Not only does this negate any Plot-Armour-like defences you have as well as anything that would ensure your own narrative importance, but you'll keep finding that even your own story is just a small part of a much larger and more important series of events. You'll feel a lot less important in the grand scheme of things by the time this Jump ends.

200 – **The Universe Wants To Break Free, So It Manifests Chaos** – Hopefully you weren't depending too much on your knowledge of the events you may be familiar with in the MCU, or some sense of precognition, because it seems there are going to be more than a few divergences from what you think is supposed to happen here. This could be as minor as someone taking a lift instead of the stairs, to somebody being born as an entirely different gender.

200 – **Now I'm Stuck With This Guy Who Won't Stop Yapping…** – For you, it's not just one person. It's *everyone*. Not only will everybody apparently want to talk a *lot* when you're around, but they will often be talking about something you're completely uninterested in or very much don't want to hear about.

200 – **…About What Makes A Jumper Tick** – You love to talk, even when other people don't want you to talk, and will almost never shut up. Your clearly preferred topic of conversation will usually be about yourself. If taken with **I Don't Like To Talk**, it will instead make it incredibly difficult for anyone to get useful information out of you. This might be a problem if you need someone to do something urgently, and instead go off on a tangent about something else.

200 – **That Was Not The Bargain** – They just keep altering the deal… or flat out ignoring them. Almost everybody you make deals with will either betray you or not uphold their end of the bargain. Not everyone, not all the time… but more than enough to cause you problems. At least your own Companions, Followers and other subordinates will be loyal.

200 – **Beef Witted, Half-Faced Scrubs** – Turns out your Followers and subordinates are no longer as loyal as they might have usually been. They'll betray you if given the opportunity, and there will be plenty of opportunities. Keep your guard up, or you might find more than one knife in your back.

200 – **That Normally Means Cannibalistic Marauders Or Cannibalistic Pirates** – They're surprisingly common in the Void… and now you have a tendency to come across them even outside of it. They might not be much of a threat individually, but you'll keep running into groups of them.

200 – **See You Again Someday** – At the end of the Jump, to be specific. Any Companions and Followers from outside this Jump can't come here with you.

200 – **Hey, Y'all!** – You don't have any pre-existing heart problems, do you? During your time here, without any warning and entirely at random, you will be startled by the sudden appearance of Miss Minutes. Even if you normally have some sort of precognition or are somehow incapable of being surprised, scared or startled, this will *still* manage to do so. This will happen more than once, you'll never get used to it, and while it won't happen at a time when it can distract you in a dangerous situation, that only means you'll have let your guard down. She's a hologram, so while she won't harm you, reflexively stabbing them in a panic won't do anything either.

200 – **I Don't Even Know How Long It's Been Since New York** – It's understandable that your grasp of time passing might be a bit loose, considering how many places here have time work a bit differently or somehow exist outside of time. Now, however, your grasp of time in general has faltered, making it difficult to tell how much time has passed even where it's functioning normally, and making any time travel you do quite a bit more difficult. You might want to have somebody else in charge of the controls when it comes to using something like a TemPad or helping you keep track of appointments.

200 – **Off The Dial** – You might have reacted somewhat badly to an attempt at enchanting you, because you'll be starting the Jump in a near-catatonic state, your mind a mess of old memories. While you'll recover over time, there's a good chance you'll blurt out things you know you should keep secret. You don't know anything that people would kill to keep secret, do you?

200 – **There's Always A Situation** – And it always happens when you're busy with something else. Whenever you're working on something, there's a good chance that you'll be interrupted in such a way that you have to stop working and deal with whatever the new situation is.

200 – **It's Not Personal, It's Practical** – We've all done horrible, terrible things. Well, maybe you haven't, but this would make it a lot easier for you to do so. You lose any sense of empathy, to the point you would ruin lives for sheer convenience and barely feel any need to justify it. This might make you more than a few enemies and cost you more than a few friends.

200 – **Don't Rush Me** – What are you trying to… oh, right, using your Perks and powers. While they're not completely blocked, you'll have difficulty using them while you're here. Even the ones you do acquire here, unfortunately.

400 – **Why Won't It Work?!** – Because you took a Drawback. No Perks or powers from outside of this Jump will work while you're here.

400 – **Absolutely Not!** – Can't have you running around with all sorts of unregistered equipment, can we? Items and resources from outside of this Jump are unavailable while you're here.

400 – **Sticks And Stones** – The TVA seems to lack any sort of ranged weapons, relying on contact-based Time Sticks and stationary Reset Charges, but they seem perfectly capable of

carrying out their role. You'll need to prove you can do the same with this Drawback, as any ranged weapons you have or acquire no longer function and your aim with anything more than a metre away is terrible. Even other ranged abilities you might have had are now contact based. You might be able to stab someone with a dagger or enchant them with a touch, but don't expect to hit anyone with a thrown dagger or possess anyone from a range.

400 – **You Ever Seen A Branch Like That?** – It seems that you register as a walking, breathing Nexus Event, even if you're not actually doing anything to change time. Not only would you clearly show up to the TVA's sensors in the middle of an apocalypse, but any rogue Variants seem to be able to sense your imminent arrival. Whether you're working for or against the TVA, or even trying to stay uninvolved, this is bound to cause problems.

400 – **A Cell Of A Time** – Starting off the Jump, you seem to have appeared in a different time and location than you'd intended. One familiar to you… and not in a good way. You're in a Time Cell, set to make you relive an endless loop of an unpleasant moment in your life. You will relive it over and over again, and while everything else will reset each loop, including damage done to you, you'll remember each and every one. You'll need to rely on somebody else getting you out of the Time Cell, or you'll be stuck here for the duration of the Jump.

400 – **That Would Be A Very Loki Thing To Do** – A Variant of Loki has secretly replaced one of your Companions, using their skills at illusion and shapeshifting. You'll forget taking this Drawback, but if you don't figure out what's happened and who they replaced by the end of the Jump, you'll be taking the Loki Variant along with you instead of your Companion, who will be stuck here.

400 – **You Led The Wolves To Our Door** – Most likely not deliberately, but it keeps happening. No matter how secretive or well concealed your hiding places might be, you'll keep being found. Even the most isolated of hideouts will soon have somebody stumble across it, and you with it. This might not be too much of a problem if you can deal with those that stumble across you… so long as you're not being chased by anyone particularly dangerous.

400 – **Throw A Rock Out Here You Hit A Jumper** – Either there's a lot of you running around, or you have a peculiar degree of luck when it comes to encountering Variants of yourself. Whether this is good or bad luck really depends on what you and the Variants are like, but you'll run into them even when there should be very little chance of it happening. Get transported to the Void, a vast wasteland of destroyed timelines, largely empty of any form of life? You might meet *four* Variants of yourself upon arrival. This makes Variants of yourself from any other Drawbacks far more likely to run into you as well.

400 – **I'm Tired** – And older. Older than you look. This might already be the case if you've been Jumping for a while, but now you'll be feeling the full weight of all your years of existing without anything that would normally blunt the feeling. If you haven't, then you'll *feel* like you're ancient. Physically you'll be unchanged from how you usually are, so you won't need to worry about abruptly aging to death, but mentally… you're just *worn out*, weary of existence to the point that death might not seem like such a bad thing anymore.

400 – **Young Offender** – Like the Goddess Of Mischief, it seems you've been drawn into this mess at a very young age. While you're not necessarily a Variant, you are now physically and mentally a child, with all the limitations that might cause. You're no longer an expert in using your various abilities, for instance. If you've also taken the Drawback **I'm Tired**, you are physically a child and still unused to using your abilities, but you'll still feel worn out and weary of existence.

400 – **I'd Like All Files Pertaining To The Events Of The Loki Series** – Those are classified. Which might be a problem as you no longer have any memory or records of the events that would take place within this series.

400 – **I'd Like All Files Pertaining To The Jumper** – Those are classified. Which means you've lost all memory and records of your adventures before this Jump.

400 – **A Double Cross By History's Most Reliable Liar** – The problem with being a famous trickster and well known for lying to people… is that everybody comes to expect it. It seems you've become far too predictable, your ability to successfully trick anybody plummeting, in part because everyone *expects* you to be trying to trick them. If tricks aren't your thing, then people seem to be far too familiar with whatever your other tactics and abilities are. Maybe you should change up your routine?

400 – **Sorry, Jumper, That's Not Going To Work Out The Way You Think It Is** – Now that they know your secret. Everybody knows of your nature as a Jumper, and many are going to be interested in you for various reasons. Those uninvolved with the TVA might want to claim your power and possessions, the TVA itself might consider you a threat, rogue Variants might see you as a weapon to be used against the TVA, and others are no doubt going to try to involve you in their schemes.

400 – **Is That What You Think? Let's See** – Yep, they're right… you aren't really any good at fighting anymore. Or you have the bad luck of always going against opponents that can beat you in a one-on-one fight. Either way, you can expect to keep ending up on the floor *at best* if you do get into a fight with anyone.

400 – **The TVA Is My Life** – Even if you're aware of the true nature of the TVA, you are dedicated to their cause, and it will be very difficult for anyone to convince you otherwise. If you aren't aware of the true nature of the TVA due to other Drawbacks, you'll instead think you've spent your entire existence working for them just like all the other Variants they employ. For an additional 200 CP, even knowing or discovering the Time Keepers are fake and all the TVA members are Variants won't convince you to abandon the mission, utterly convinced it can't have been for nothing, and if the aims justify the means there's not much you won't do.

600 – **Not So Superior** – It's impressive how the more-or-less ordinary humans of the TVA can apparently go hand-to-hand with Kree, Titans and Vampires. A Frost Giant would have to depend on skill and weaponry rather than raw strength and speed, even if they could usually manhandle ordinary humans from Earth. You seem to have been weakened in a

similar way, and not just when you're dealing with the TVA. With this Drawback, even if you could usually tear through metal with your bare hands or move faster than most eyes could see thanks to your natural abilities, let alone any Perks and powers that would enhance you, you're limited to the physical abilities of a particularly fit human during this Jump.

600 – **The Variant We're Hunting… Is You** – There's an arguably *superior* Variant of you running around, with noticeably more experience and skill than you have when it comes to their activities and abilities. If the idea that there's another you that's *better* than you isn't enough motivation to try and catch them, then you'll need to do it before you are allowed to leave this Jump. They don't start off knowing that you're hunting them, or even aware of your existence specifically, but they will quickly recognise you as another Variant of themselves once you start interacting with them.

600 – **You Sure Do Lose A Lot** – While it's not impossible for you to win, you have considerable bad luck whenever you try. It might be setbacks on your part or unexpected advantages gained by your opponents, but whatever the exact cause your victories will always be hard-won, uphill battles and probably cost you something in the process. It's almost like you're destined to lose.

600 – **Voided Warranty** – Normally, anyone hit by a Reset Charge or pruned with a Time Stick will be transported to the Void, rather than disintegrated as is believed by most of the TVA. Unfortunately, you seem to be the exception to this, as these devices will genuinely disintegrate you rather than teleport you through time and space.

600 – **Stuck In The Shark Tank** – You can ignore wherever you chose as a starting time and location, because with this Drawback it's been set to the Void. You won't be able to leave it for the entire Jump, so you'll need to be prepared to deal with its various dangers as you try to survive in this post-time wasteland. If you already chose the Void as your starting location, you'll appear within sight of Alioth. If you took the Drawback **A Cell Of A Time**, your time within the loop won't count towards the rest of your time in the Jump, and if you aren't rescued from the loop within the duration of the Jump you'll automatically be deposited into the Void for your Jump to start properly. If you are rescued, you'll appear in the Void the moment you get out of the loop.

600 – **What Was Your Nexus Event, Companion?** – They killed Jumper. To be more specific, you have encountered a Variant of one of your own Companions, one who previously travelled with another Variant of yourself… and killed them. Unfortunately for you, they'd like to repeat the feat. Not only do they know almost everything about you, including your strengths and weaknesses, they can use this knowledge to predict your actions to an uncanny extent. While they might be weaker than you and lack your extraordinary abilities, the same went for the Variant of you that they killed. It's not impossible to talk them out of their murderous goal and even recruit them… just be sure it's not a ploy to make you let your guard down. If you don't have a Companion for this Drawback to use a Variant of, then they can either be a Variant of someone else you know and trust, or an optional Companion that you declined to add to your group.

600 – **Which One Of Us Are You?** – It's usually a good thing to see a familiar face. That's not so much the case here, as a gang of multiple Variants of yourself seem to be hell-bent on hunting you down. While most of them are clearly inferior to you, and might only vaguely look and act like you, they are led by a Variant that is clearly on-par with you in terms of abilities and resources. They might want to try to take your Chain, acquire some material possession you have, or even prove themselves superior to you. Either way, they're going to be a problem.

600 – **Gotta Keep Moving So You Don't Die** – You really do. Because if you stay in one place for too long, *something* will happen that could potentially kill you. It might be a small meteorite falling from the sky, a vehicle crashing into you, a random violent maniac or even a dangerous wild animal, but whatever it is you *are* at risk. The longer you stay in one location the more of such events will happen and the greater the danger they pose to you, until it becomes all but impossible to survive. Keep moving and this lurking threat will reset to nothing, stay longer than an hour and it will start happening again.

600 – **You're Not Going To Be Happy To See Me** – They're baaaack. Who? A single old enemy of yours, even if you were certain they were dead, has returned to cause you problems all over again. To make matters more complicated, whatever means you used to stop or get rid of them last time won't work. If you somehow avoided having an enemy up till now, an opponent you face here will keep coming back no matter how many times you get rid of them or kill them off.

600 – **One Man's Void Is Another Man's Piece Of Cake** – You weren't planning on keeping anyone imprisoned while you're here, were you? Or bring any prisoners with you from other Jumps? Because now they'll be able to escape, even if it should be impossible. As long as they're not dead, even sending someone to the Void with the reasonable expectation they'll be trapped or devoured by Alioth will eventually have them return no worse for wear.

600 – **Ticket, Please** – At the start of this Jump, you will receive an entirely mundane paper ticket. Do *not* lose it, and do *not* let it get damaged to the point the details on it are illegible. You will be asked about it multiple times in the Jump, completely at random, without any sort of warning, but not in such a way that you could possibly miss being asked. If you don't present it within ten seconds when you are asked to show your ticket, or it has become too damaged to be recognisable as the correct ticket, you will *immediately* Chain Fail.

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 functionally infinite different versions of you during your time here. They don't all have your Perks, resources 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 timeline won't help much either, as its nature will allow it to even travel to different universes. Welcome to the shark tank and *keep swimming*.

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 – **A Creature You Know** – If you were wondering what creature could possibly be worse than Alioth, a creature, created from all the tears in reality in a Multiversal War… this is the answer, as it has been formed from travelling between your own Jumps. While it might be a lot smaller than Alioth unless you've truly been to a vast number of Jumps, what it might lack in might and size it makes up for with an unsettling degree of predatory cunning. It is utterly focused on devouring you and everything you've brought with you, and so won't be quite so easily distracted as Alioth is. Despite possessing the same capabilities as its sibling, this one is quite capable as acting as an ambush predator, being surprisingly stealthy for a living tempest. It will methodically hunt down and devour your Followers, Companions, Items and yourself, ignoring other distractions in favour of its true target.

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, a Variant 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.

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.

Running Out Of Time

Even with time travel and locations that exist either outside of time or where time flows differently, there are still time limits of some sort. You'll have one in this Scenario, and a task that you need to perform before this time expires. Exactly what this task is will depend on your Origin here but will make sense for someone in that role. Working with the TVA might involve sorting out a report or urgent research, a Rogue Variant might find that they have a limited window of opportunity to exploit or escape notice, and a Pruned Variant might need to retrieve something before it's taken or destroyed by other survivors in the Void. You'll have to rush and put in all the effort and resources at your disposal to meet the deadline, no matter how capable you might be, facing enough difficulties and setbacks to make your task only *barely* possible to achieve.

Reward = **Time Is On Your Side** – It really is. In a way not dissimilar to how time at the TVA works differently, it seems to only apply when it would be beneficial for you. You never seem to run out of time for accomplishing things, always having a vital extra second on a timer, or finding that time seemingly doesn't pass in your absence when it would be inconvenient. You could delay disarming a bomb without issue or leave a cup of tea unattended without it growing cold in your absence. Nobody else seems to notice this oddity.

Time's Up

You want to burn the TVA to the ground? Well, you are someone who might eventually have a Spark, so you have a better chance than most. Your goal is to bring down the TVA, with the exact means being up to you. Maybe you want to literally burn the Offices into nothing, reveal the truth to the staff and lead an uprising, or use another method entirely? Whatever approach you use, the TVA must no longer be functional as it is at the start of the *Loki* series, unable and/or unwilling to maintain the Sacred Timeline and no longer pruning Variants or resetting timelines, by the time this Jump comes to an end for you to succeed at this Scenario.

Reward = **Good Tinder For Your Fire** – You would have had to put in quite a lot of effort to bring down the TVA so completely, so you might appreciate something to make it easier to repeat such feats in the future. Now, you find it easy to bring down any organisation and conspiracy. In fact, the larger and further reaching it is, the easier it is for you to bring it all tumbling down. Their scope and scale, either in infrastructure or personnel, only give you more fuel for the fire, and you know precisely where to start it to burn the entire thing down.

Reset The Clock

Maybe rather than completely bringing down the TVA, you can find a way to build it into something better? While its current practices of sending Variants and entire timelines to the Void or brainwashing Variants into being employees can no longer continue, you'll need to find a way to prevent any new Multiversal Wars from breaking out. As long as there are workable measures and practices in place to avert such catastrophes or stop them should they break out by the time this Jump comes to an end, you will succeed at this Scenario.

Reward = **Better Times** – You can now restructure, redesign and reform even the most evil and destructive organisations and technologies for more benevolent means. What was once used to oppress and destroy, you can figure out how to use them to protect and create. There will be no loss of power or capability of such reformed or restructured groups or equipment, so they will achieve at least as much positively as they had previously done negatively.

For All Time

It can't have been for nothing. If you think the TVA is necessary, that it gives its workers a purpose, then perhaps you want to protect it as it is? You'll need to either cover up the truth of the TVA or persuade enough of its members to keep things running as always to keep the TVA functional. If its general operation and purpose hasn't changed from the beginning of the *Loki* series and seems set to continue even in your absence by the end of the Jump, you'll succeed at this Scenario.

Reward = **Hidden Moments** – The TVA has remained concealed from every known faction across every part of the Sacred Timeline, from globe-spanning law enforcement agencies to vast world-conquering conspiracies to ancient mystical orders. It even seems to have evaded the interest and actions of cosmic beings. Its position seemingly outside of time and space and its capability to erase every trace of its presence may have helped in this regard, but you can pull off similar feats of concealment even without such assets. You can conceal even the largest and widest-reaching organisations and conspiracies from any outside forces, mundane or otherwise, and know exactly how to erase every trace its presence and actions could create.

The Throne

Rather than burning it down, reforming it, or settling for a position in upper-middle management, perhaps you'd prefer to be the one in charge? In that case, your goal for this Scenario is to take over the TVA and replace He Who Remains. You'll then need to hold the position and conceal your existence as the true leader of the TVA. Bear in mind that they already have others in mind for the possibility of taking over their position, so you'll have to either be particularly persuasive or force their hand in the matter… just be aware that unless you're prepared to deal with or avert the consequences, murder may not be the best solution in this situation. Still, if you're the one in charge by the end of the Jump, and perhaps the only person who truly has free will thanks to your position and what it involves, you'll have succeeded at this Scenario.

Reward = **Jumper The Conqueror** – Through scavenged notes, a surprisingly willing tutor, or some other way of obtaining the information, you have acquired all the knowledge and experience He Who Remains possesses about the Multiverse, Time Travel and the Multiversal War. You will find this vast sum of knowledge will somehow be updated to remain relevant in future Jumps, allowing to rebuild and extend your kingdom anywhere you might go.

JVA

With all the changes you might have made to the 'correct' series of events over your previous Jumps, can you imagine how much of a problem something like the TVA would have been? Well… you don't have to imagine now. An equivalent of the TVA, sufficiently adapted to deal with the various Jumps you've been to and complete with not only brainwashed Variants of the locals but technology from these settings, are now trying to control your own timeline. This JVA will be trying to make 'corrections' to things you have accomplished in previous Jumps. Those you've interacted with will be identified as Variants and Reset Charges will be deployed in vast quantities to erase what your actions and presence have led to. And, of course, they will eventually be coming after *you*. Fortunately, for the purposes of this Scenario, you will be able to temporarily revisit the moments in these previous Jumps that the JVA seeks to erase in order to counter their efforts. Less fortunately, by successfully resetting a Jump to the point it's as if you never visited it, you'll lose everything that you *obtained* from this Jump, from Perks to Items to Companions. You'll need to save your friends across time and find a way to permanently shut down the JVA, and only when no trace of it exists that can try to control your timeline will you succeed at this Scenario. Doing so will *also* undo what changes the JVA made to your timeline, which might be a relief if you've lost any of your Companions during this Scenario.

If you somehow fail at this Scenario after deciding to take it, Jump-Chan will undo the changes anyway and restore anything that might have been lost once this Jump comes to an end, but not only will you lose out on this Scenario Reward, you won't be aware of this restoration until it happens, leaving you to dwell on your failures until that point. You can consider it a learning experience, if nothing else.

Reward = **Allies To The End** – If you *did* succeed at this Scenario, perhaps once again saving those you aided in the past, they will be able to return the favour. Once per Jump, despite the boundaries of time, space and reality, you can call upon any allies from any previous Jump that would have willingly come to your aid in that situation if given the opportunity. This doesn't alter any state that the previous Jumps might be in, such as being essentially Time-Locked till your return or obtaining your Spark depending what rules your Chain is operating on, but regardless of this they will be able to show up to help. Once they have either succeeded at aiding you, or failed despite their best efforts, they will return home, restored if any of their number were negatively affected by their attempt to aid you.

League Of Loki's

What does one call a gathering of Loki Variants? A gaggle? A pride? A scam? A headache? Lokusts? You might find out, as your task for this Scenario is to gather a collection of at least 8 Loki's, and somehow get them to *work together* for *at least a year* and *avoid them successfully backstabbing and betraying each other or you*.

Without the aid of any Perks or abilities that would automatically guarantee loyalty or teamwork. Such things will certainly help quite a bit, but it's more of an aid rather than an easy solution to this Scenario. You're going to have to do this the hard way.

Reward = **Mischief Manager** – Through some miracle, luck, blackmail, therapy or some other means, you've actually succeeded at getting the most predictable betrayer in the local Multiverse to work with themselves. You receive two main benefits from this, the first being the ability to get any group or organisation, no matter how dysfunctional, corrupt, decadent, chaotic, betrayal-ridden or backstab-prone its members and actions, to *work* just as effectively as one that had every member working in harmony. This doesn't affect competence, as filling an organisation with people that can't do their jobs even at their best won't be fixed with this Perk alone, but it does mean that even a group made up of people constantly scheming against and backstabbing each other and paying far more attention to self-gratification than actual work will somehow achieve its goals just as well as it could if everybody was working together and doing their jobs properly. A chaotic and dangerous mess, perhaps, but a bizarrely *successful* one. The second feature of this Perk might help you survive in such conditions, as whether from practice avoiding it, or just adaptation from over-exposure to it, you have become completely immune to being backstabbed. This is specifically the act of being stabbed in the back rather than other forms of betrayal. It doesn't matter how dangerous the weapon or how powerful the strike, if it is a strike with a sharp object that could arguably be described as a stab, and the target is your back, neither will the attack harm you nor will any effect it would usually cause be triggered in this attempt. Literally being stabbed in the back is no longer something you must fear anymore.

In addition, you can bring your Loki's with you as free Companions. Maybe they can help keep an eye out for other forms of betrayal? They won't count against any limit you might have for Companions either, so you don't need to worry about leaving any of them behind unless you want to.

War Story

Eons ago, before the TVA, a Variant of He Who Remains lived on Earth in the 31st Century. He was a scientist and he discovered that there were universes stacked on top of his own. At the same time, other versions of him were learning the same thing. Naturally, they made contact and for a while there was peace. Narcissistic, self-congratulatory peace. They shared technology, knowledge, using the best of their universes to improve the others. However, not every version of them was so pure of heart. Some of them… new worlds only meant one thing; new worlds to be conquered. The peace between realities erupted into all-out war, each Variant fighting to preserve their universe and annihilate the others. This was almost the end of *everything*…

This is where you'd think either the Time-Keepers stepped in and saved everyone, or one of Kang's Variants found and weaponised Alioth and ended the Multiversal War, depending if you believe the TVA or know the truth behind it all.

This is where this Scenario diverges. Maybe that Variant was a casualty of the war, maybe they never found Alioth, maybe their experimentations on harnessing the beast's power backfired and destroyed both of them? Whatever the true reason, neither the Variant who would have ended the Multiversal War, nor the beast he would have used to accomplish it, exist here. No isolation of the timeline, no TVA, no Time-Keepers in a highly-efficient bureaucracy, no ages and ages of cosmic harmony, hence…

It's up to *you* to do it instead. You'll be starting this Scenario at a point in time while the Multiversal War rages on. You'll need to end Multiversal War any way you can and make sure it can't start again. Will you employ the same sort of methods as Kang, or do you have a different method of bringing about a lasting peace?

Reward = **Locking The Doors** – While easy travel between the universes clearly brought a lot of benefits, it also allowed the Multiversal War to threaten the end of everything. As you might prefer not to face a similar disaster ever again, and perhaps want to avoid resorting to the same measures you might have needed to stop *this* Multiversal War, you might appreciate the ability to prevent interaction between universes. You can now choose to shut down all access, communication and ways to interact between different universes, timelines, dimensions or whatever close equivalent exists within the Jump. No matter what anyone else across all the places that would have been accessible in some way in that Jump does, it will no longer work. Whether it's technology, sorcery, an inherent ability of the natives or even exploiting some feature of local reality, once you decide to start **Locking The Door** it will no longer function.

If you found an alternative to unleashing a beast like Alioth and constantly destroying innumerable branching timelines in the same way the TVA would, your less destructive approach has been rewarded with a more precise way of applying the same effect. Now you can choose specific places to isolate or permit travel to and allow certain methods of communication, and transportation and interaction across universes, timelines, dimensions or whatever close equivalent exists to function while barring others.

Hail To The King

The story of the *Loki* series is about how a Variant of Loki changes from an arrogant villain who would gleefully conquer entire worlds out of petty spite, to a far nicer and even self-sacrificing hero. Or anti-hero at the very least. One that, when offered power that made the Infinity Stones look like paperweights, didn't simply leap at the chance and actually thought about the consequences of their actions.

In this Scenario, you are not dealing with a Loki who has been even *remotely* redeemed. Instead, you've been transported to a variation of this Jump where a Loki Variant has not only proven to be far more successful in their goals than they were ever intended to be but has discovered their 'destiny' across innumerable timelines, and the existence of potentially infinite variations of themselves across the Sacred Timeline.

Now ancient and ruling from a destroyed Asgard over a timeline in which they are the only living being left, this Loki Variant has only one goal: the complete destruction of the Sacred Timeline. Not unleashing it into a true Multiverse, but true destruction of every timeline within it.

As you originate from outside of this particular region of the Multiverse, you wouldn't necessarily have to meet the same fate, putting you in the rare position of having a choice in the matter: Work with Old King Loki and ensure that their plan succeeds, or oppose them to protect that which they seek to destroy.

Either option will be difficult. While Old King Loki's existence and preparations have thus far been hidden from forces such as the TVA and those who would seek to protect every reality, setting this omnicidal plan into motion will attract attention. You'll need to ensure the plan works despite the actions of any Guardians of the Multiverse.

Opposing Old King Loki will be no easier. They have multiple millennia of experience in the sorcerous arts, sufficient to match and even surpass a skilled Sorcerer Supreme, and have mastered the arts of illusion, enchantment and even necromancy. Their forces include innumerable undead legions, many of which were once mighty figures in life, and their greatest engine of war is the headless corpse of a Celestial. Even without their sorcery and armies, Old King Loki is not to be underestimated, able to slay a mountain-sized draconic god through sheer might alone, or butcher their way through entire pantheons. Perhaps they have been bolstered by the unsettling, shape-shifting black weapon they now wield? Even talking them out of their plans will be difficult, their rage, arrogance and madness making them largely unwilling to listen to others.

Will you aid them against the rest of reality, fight them, or try to convince them to abandon their plans?

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

> **Long Live The King** – In bringing about an ultimate end to this story, you can now find a way to bring the end to others. In every realm you travel to, every Jump and

every timeline, you will be able to find a way to set in motion the destruction of *everything*. The exact method may vary but you will always know what it is, from destroying a cosmic keystone, to the steps of a ritual, or even the designs to a sufficiently powerful bomb. But whatever it is, so long as you successfully carry it out then you will be able to bring about a permanent end to it all. Across every timeline and every dimension that could conceivably be accessed via that Jump, planets will go fallow, stars grow cold, universes become desiccated husks, and only entropy will remain. An inert sea of all-consuming nothingness will be all that's left in your wake.

Paint It All-Black – Either abandoned along with the plan to butcher all realities or claimed as you prove yourself far greater a killer than it's last wielder, Old King Loki's weapon is now yours. One moment a dagger, the next a sword or even armour, this shape-shifting abyss-black entity is now bonded and loyal to you. This is the weapon that could let a mortal slay a god, penetrating their defences and growing in strength as it devours divine blood. Capable of unleashing blasts of dark energy, killing immortal beings and allowing the wielder to rapidly regenerate, it also possesses the somewhat ironic ability to amplify the wielder's own divine abilities. At its weakest, it can augment a bearer's strength to the point a mortal could throw large objects out of a planet's atmosphere, let them recover from a lightning strike within four days with no sign of injury, and live for thousands of years without aging. The more powerful the host the greater the abilities of this weapon will become, as will feeding it divine blood or vast quantities of lesser souls, eventually allowing it to manifest separate entities under your control, blacken stars and perhaps even greater feats in time. While it currently counts as an Item, allowing it to develop its own mind and will could make it count as a Follower or even a Companion.

Optionally, if they either survived the success of their plan or you somehow talked them out of it, you may take Old King Loki along with you as a free Companion. They might enjoy the challenge of proving that they are truly the greatest Loki to exist in *any* reality.

How It Could Have Ended

The Multiverse trend has been happening for a while outside of the MCU, plus universes have been crossing paths for ages. Just like you… and not *unlike* what you've found in this Scenario. At the end of this Jump, rather than transitioning to your usual location, you instead find yourself in a city that could be described as an unusual mixture of cities from various films. You haven't ended up in the Void, it's far too well maintained and populated for that, but multiple universes have clearly been crossing over with each other… and everything somehow keeps functioning, with no sign of a Multiversal War. You don't have much time to ponder this before a piece of paper with a crudely drawn map of the city falls on you, its source vanishing before you can determine more than that they're dressed in a red costume. The map identifies three main locations that might be of interest to you; The 'Super Café', the 'Villain Pub' and the 'Anti-Hero Food Truck'. Either choice may result in seeing a few familiar faces, quite possibly a few you've met in person before, and all of them seem to be heavily debating a new development.

While the residents come together and talk, they don't control the outcome of each other's destiny. They are aware of the while MCU Multiverse getting unleashed due to a Variant of Loki warning them and searching for aid in restoring the Sacred Timeline. This has triggered a debate about whether the possibility of infinite visitors from an infinite variety of timelines is to be welcomed or opposed. Some want to embrace the chance to see alternate versions of themselves and events, while others believe it ultimately cheapens the legacy of the universes involved or that it just means an endless list of possible replacements. You need to find a way settle the debate in favour of whichever side you support to succeed at this Scenario. Just bear in mind you need to do it without violence, this is a debate, not a fight. Win or lose, you'll have time for refreshments before you move on to the next Jump.

Reward = **Sometimes Jumps Don't Finish The Way We'd Like** – Normally your presence here might cause problems, particularly if any of the locals had less than stellar interactions with you beforehand or you don't fit clearly into any of the main three groups. Behaviour between Jumps can often vary, even without considering Drawbacks. But for going to the trouble of ending the debate and avoiding things from becoming too heated, Jump-Chan has arranged something that works for everybody. At the end of every Jump, you'll get the opportunity to take a break here. You can freely interact with any of the groups or their members and are welcome to visit any of the three major locations with your Companions as you're regarded as a neutral party. You can choose to encounter people from your Jumps, even if they were somehow killed or should be impossible to meet again. Everybody here possesses a degree of meta-awareness; both having experienced the events of their stories and being aware of their fictional nature from some perspectives to the point they might complain about their films doing badly. While here, you can take part in discussions of what happened within your Jump and how things might have ended differently. Whatever happens while you are here will not matter outside of the specific visit, even significant harm or death reverting upon leaving this place, though in return for this safeguard you can't take anything from this place you didn't bring in with you.

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 *Loki* 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 *Loki* series. This author has no complaints if anyone wants to make their own versions.

-This Jump is based on Marvel Studios *Loki,* an American television series created by Michael Waldron and directed by Kate Herron. It is the third television series in the Marvel Cinematic Universe (MCU), sharing continuity with the films of the franchise. The series is produced by Marvel Studios and was released on Disney+. The first series premiered on June 9th 2021 and concluded on July 14th 2021. The series takes place after the events of the film *Avengers: Endgame* (2019), in which an alternate version of Loki created a new timeline.

-Regarding the **Race/Species** Options – Due to races/species seen or mentioned in the *Loki* series not being beyond **Titan Scale** (with arguable exception of Alioth), the selection options for this current Jump Document do not currently surpass this limit. This may be extended depending upon the contents of *Loki* Season 2. While Kree, Titans and Vampires are mentioned in the *Loki* series, none of them are actually seen on-screen, but are still technically valid selections. It's not yet exactly clear what abilities Vampires would have within the MCU, so the author of this Jump Document would work on the assumption that they would fit into the 'scale' based on their potential advantages (e.g., enhanced strength, transformation) making them cost more vs their disadvantages (e.g., need for blood, weakness to sunlight) making them cost less, with total cost and position on 'scale' dependent upon how the Jumper interprets the option of Vampire as a race/species. Based on showings in the *Loki* series it can be argued that both Time Heist Loki (Main Character in *Loki* series) and Sylvie, being born as Frost Giants, fit in at the **Superhuman Scale** due to having somewhat greater strength, stamina and reflexes than an ordinary human but clearly not able to easily throw around opponents that are arguably on the **Basically Human Scale** despite being able to fight multiple of them at once (i.e. Lamentis-1 Train Guards). This is in no way an absolute ruling and only based on the personal impressions of the author of this Jump Document when limiting showings to the *Loki* series rather than the wider MCU.

-Regarding the **Race/Species** Options 'Scale' – 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 the **I Speak Every Language On The Timeline Too** vs **Fluent In Alligator** – The former is more to ensure that the Jumper and Companions can actually interact with the locals on some basic level, barring Drawbacks, in the same way that the TVA and Time Heist Loki are shown to be able to speak a variety of languages such as French and Latin. The latter allows the Jumper *specifically* to be able to communicate and know what to communicate with, in the same way that Classic Loki could understand Alligator Loki when Mobius and Time Heist Loki couldn't. A Jumper with the former Perk (and their Companions) could still communicate with Alligator Loki if they tried, but they wouldn't necessarily know it was possible or worth the effort. A Jumper with the latter Perk would know that Alligator Loki is sentient upon being able to see or hear them, or figure out that a single Alligator out of a group is a sentient one rather than wasting time with the non-sentient ones.

-Regarding the ***JVA*** Scenario – This is intended to apply the situation in the *Loki* series involving the TVA to the Jumper's Chain as a whole, considering the myriad differences they may have made to Canon. The author of this Jump Document accepts that such a thing might not work dependent on generally accepted or specific House Rules. If there are elements of the Scenario or its Reward that do not work due to House Rules for a particular Chain, feel free to alter it so it makes more sense.

-Regarding the ***Hail To The King*** Scenario – This is based heavily on the comic character Old King Loki, as well as their later role as Loki the All-Butcher, with elements of Gorr the God-Butcher. The **Long Live The King** Reward also gives the Jumper and Companions a way out, as it's not intended as a trap for a Jumper. The **Paint It All-Black** Reward is based on the comic version of All-Black The Necrosword, the first Symbiote to exist, and should any additional capabilities of this weapon be presented in the upcoming *Thor: Love And Thunder* film they can be added onto this Reward.

-Regarding the ***How It Could Have Ended*** Scenario – This is based on *How It Should Have Ended (HISHE)*, an animated web series created by Daniel Baxter, Tommy Watson, and Christina "Tina" Alexander that parodies popular films by creating alternate endings and pointing out various flaws. The Reward essentially allows the Jumper to visit the setting shown in *HISHE* web series. This can include or exclude anyone specifically from the Jumps that have been visited, depending on whether the Jumper wants to interact with them. The Scenario and its Reward are really intended to be a consequence free and potentially amusing break between Jumps rather than something serious, and was largely included because the author of this Jump Document watched the *Into the Loki-Verse* episode where Loki discusses the Multiverse with the Villain Pub after going through the events of the *Loki* series.

-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 Jump Document involving the interaction of magic and technology…

Changelog:

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