MCU Invasion Jumpchain!

Welcome jumper to the Marvel Cinematic Universe! However, this is not the MCU as you know it, no. In this universe Loki's antics in New York had some unforeseen consequences. The portal that opened caught the attention of a few unexpected beings. In your next ten years here you will have to deal with enemies never before seen in this universe. The Viltrumites, Sith, Saiyans (run by Lord Freeza), and even unknown monsters from space (Power Rangers) have all borne witness and taken interest in earth. Some seek to conquer, some to destroy, and some have their eyes on a more infinite prize. Your next ten years will be filled with many invasions of powerful enemies, the likes of which the avengers are sure to fall to without some outside aid. You are granted 1000cp to help you in your next 10 years here. Good Luck.

Background

These options represent your history in this world. Are you the great destroyer of this world? The great avenger? Or just someone trying to get by?

Something Strange - You are neither hero nor villain. This option is for those who would prefer to see the world in a more grey tone. You could be someone born on this planet and just want to get by, or maybe you visited this world after a life of galactic travel and decided to call this your home. Whatever your situation, you are now on earth and will remain here for the foreseeable future. Whether you involve yourself in the future struggles of this plant are up to you. (This option can also serve as the drop-in choice.)

Invader - You have seen many planets in your life, planets full of life, wonder, and beauty. Every one of those planets had something great to offer to the galaxy, and every one of those planets had been conquered. Earth will be no different. Whether or not this is your first world you have been sent to conquer on your own or your hundredth the mission remains the same, claim this world for your leader. You may serve the Viltrum Empire, The Sith, The Glorious Lord Freeza, or any power ranger villain of your choice. Regardless of your master, your mission remains the same. Bring these petty heroes to their knees and conquer this pitiful planet.

Avenger - You are a hero of this world (whether the public acknowledges you as one or not). While not required to be on the famous team, you are a hero. You may be an up and comer, waiting for your invitation to the big leagues, or you could be one of the founding members of the team who will go on to save the planet on numerous

occasions. Whether a veteran or a newbie, the world is going to need everyone they can get if the people of this planet are going to survive the coming invasions free and unharmed (mostly).

Race

You can freely choose your gender and age, within reasonable limits.

Human (0cp) - The old vanilla flavored lifeforms (not actually vanilla). You are genetically another dime a dozen human. But that makes you special in your own right, no?

Mutant (Xcp) - Homo Superior, a race so vast they can only be identified by their x-gene. Mutants in this universe manifest a wide variety of powers and abilities that cannot be listed here. The cost for this race is up to you, but must be a multiple of 100. Mutants receive double the CP spent as a stipend to use in the powers section of this jump. Your physical appearance is that of a human but can be changed depending on the powers you select. Powers purchased using this stipend are tied directly to your newly acquired x-gene.

Alien (Xcp) - A race that eclipses the vastness of mutants. They come in nearly any shape and size, from humanoid, to equestrial, to green space men. This race functions similar to mutant, its cost is any multiple of 100 with a stipend worth twice the cost being provided for the powers section. This race's physical appearance is up to your discretion but must be roughly humanoid and cannot include any "natural" or built in powers or stands outside that of a regular human. Powers acquired using this stipend are tied directly to your physiology and primarily manifest as natural weapons/abilities. You can lock certain powers you possess behind evolutionary "forms" or "transformation" should you wish.

Force Sensitive (200cp) - A "race" of being very similar to humans. All creatures possess a connection to the force but only those lucky few have the power to utilize this connection and the power it brings. By purchasing this race you are now one of those lucky few who can utilize this power to accomplish amazing feats such as telekinesis, mind control, telepathy, healing, crushing, and many other wonderous abilities. Be wary of the dark side, as while tempting, its power corrupts absolutely.

Even the most prosperous and chosen among them have fallen prey to its enticing grasp.

Android (200cp) - A fully mechanical being, your body is now similar to that of a certain deep voiced robot. Your body is now fully mechanical and its design is now yours to customize but must be primarily humanoid and no larger than 7 feet tall. You no longer require food, water, or air, but most perform periodic maintenance of your body. Any power chosen presents itself as technological “upgrades”. Even magic incorporates itself in your body as “magitech”. Any items purchased may also be integrated into your mechanical form. You may also freely transfer your consciousness into pre constructed alternative bodies, however these bodies will not carry over your powers unless built to do so (you will have the knowledge on how to create bodies with all of your powers and abilities if you also possess the knowledge to create said bodies.)

Monster (300) - A race of beings created for the destruction of humanity. Their form and powers vary greatly depending on their origin and creator. From identical grunts to living phonebooths to demonic warlords, the monster race is as vast as it is dangerous. You are able to freely choose your design while remaining mostly humanoid (2 arms and 2 legs) and smaller than 7 feet tall. You may have the natural weapons power for free and are easily physically superior to any human, able to crush steel and move faster than the eye can see. Your durability is nothing to sniff at either, able to take many hits from similarly powerful individuals before being worn down.

Viltrumite (400cp) - The Viltrumites are a race of powerful aliens able to conquer entire planets individually. By picking this race, you gain access to all of their base abilities such as super strength, speed, and durability, along with flight and an uncanny ability to survive wounds that most races would find fatal.

Asgardian (600cp) - The Norse gods, a race of beings that rule over asgard and serve as protectors of the nine realms. With this race, you acquire godly power for free. Able to choose a domain to rule over and power that puts you head and shoulders above most creatures found in this world. Your physical capabilities are just below that of a Viltrumite but the power drawn from your domain more than makes up the difference in physical ability.

Saiyan (800cp) - The proud and mighty warrior race! Saiyans are some of the strongest warriors in the universe, their elite warriors able to easily destroy entire planets. Picking this race puts you on par with their lower class warriors, such as Raditz, with the potential to grow in power equal to the likes of prince Vegeta (in the Saiyan saga). You

also acquire the ability to utilize ki from an early age, allowing you to fly, enhance your strength, and fire blasts of energy capable of devastating mountains at base. You also acquire the feared Zenkai boost, drastically increasing your power after surviving near death experiences.

Hybrid (Varies) - This option allows the more indecisive amongst you to choose more than one race. When picking more than one race the cheapest option will serve as your "base race". Any additional races can be purchased for twice their listed price. Ex: Force Sensitive, android, and asgardian = 200 + (300 x 2) + (600 x 2) = 2000 CP.

Starting Location

You can choose your location freely or gain 100cp and have your location chosen for you randomly.

1: Sith Base - A small base on an unknown planet that seeks to push the limits of the force while training aspiring inquisitors to carry out the emperor's plans.
2: Space Colony - An unnamed colony out in space that has been closely monitoring earth while training the next generation of power rangers.
3: Asgard - A vibrant realm that houses the norse gods, ruled by the powerful Odin.
4: Planet Viltrum - Home to the Viltrum Empire, a highly advanced race that seeks to spread their power and influence across the galaxy.
5: Planet Vegeta - Home of the savage and powerful Saiyans, ruled by the almighty ~~King Vegeta~~ (Lord Freeza)
6: New York City - One of the biggest and most popular cities on earth and home to some of the mightiest heroes on the planet.
7: X-Mansion - A school for "gifted" youngsters and home to the ~~beloved~~ (hated) X-Men!

General Perks

Comic Book Looks (Free)
You are now blessed with those gorgeous comic book looks. No matter your body type, shape, or appearance you will always look like a 15 out of 10 to all who gaze upon you.

Power Scale Equalizer (Free)
This perk brings the gaps in power between the different mediums a bit more in line. This does not make everyone in the setting to equal strength, rather it better aligns the high ends and low ends of the MCU to match the various invading forces. Higher tier characters like Thor, The scarlet witch, sentry, and the hulk to be equal in power to saiyans like Raditz or Nappa. Characters like Captain marvel and drax would be on par with the average Viltrumite. Characters like Captain America, black panther, and spiderman would be more in line with the average power ranger/ranger villain.

People Pleaser (200 cp)
People just seem to like you. No matter your personality or quirks, people will always have a soft spot for you as long as you are somewhat kind to them. This perk will quickly lose effect on villains whose plans you try to foil and allies who are constantly insulted or harmed by you. This doesn't make everyone your friend or even act friendly towards you, but people will find themselves more often than not being kind towards you.

Trauma Savior (200 cp)
Like most professional therapists, you are able to help people overcome their issues and trauma. Unlike therapists however, you do so simply by being there for those around you and showing them kindness. Your friendship provides a level of support that makes those around you never feel alone or trapped. Those in your inner circle will always continue to grow for the better.

Voice of Reason (400 cp)
Quite a few of the problems in the MCU arise due to poor decision making and prideful stubbornness. You are now able to be the voice of reason in any situation that would otherwise result in conflict. You can come up with reasonable alternatives to any problem and those around you will always listen to your solutions. Any solution you propose will be at least taken into consideration by all parties if not outright accepted.

Hero Converter (600 cp)
Many of the villains in the MCU fought for a noble cause, but simply went about it in the most destructive way possible. You now have the ability to give them a second chance. You are able to convert the “villains” you defeat to your allies. This method involves understanding their goals and making an honest effort to help them achieve their goals in a less destructive fashion. As long as you make an attempt to help them accomplish their goal they will remain loyal to you. Once they achieve their goal they will forever be

by your side. You may have to defeat more powerful villains before they will be willing to hear you out.

Background Perks

Perks from your background are discounted 50% and the 100cp perks are free.

Something Strange

He/Her(o)(100cp)
You are able to see the person behind the mask, and they see you with the eyes of a pedestrian. As long as you do not make any move against them, both heroes and villains tend to leave you alone and/or interact with you as if you were both just two civilians meeting. Robotic warlords may ask you for the time and super soldiers will joke about sports. This perk only ensures casual encounters, should you insult them, escalate the situation, or show your supernatural “talents” this perk will deactivate.

Combat Persona (200cp)
Not everyone is a born hero or warrior like many from this world. Some of us want to live regular lives, but those of this universe won't always give you a choice. With this perk you now have a dedicated alternate persona designed for battle. This persona is immune to the fear and adrenaline that comes with life or death situations and will always use any powers or items you possess to make sure you and anyone you care about make it out alive. The persona’s methods might be a bit more brutal than most would like but it is nothing if not efficient. You always have control over when this persona takes control and if you are ever rendered unconscious, your combat persona will automatically take over. You remember everything that the persona does but are immune to any negative mental effects, almost as if you just read it in a book.

Collateral Protection (400cp)
In this world, collateral damage is almost guaranteed. This often includes the lives of innocent bystanders. With this perk, you and anyone you care about will no longer be affected by that pesky collateral damage. Any attack not directly targeted towards you or your loved once will not cause any damage. You and your family could be in New York during the invasion and every one of you would be able to walk away without a scratch.

Billionaire, Playboy, Philanthropist (600cp)
You are an expert at using any supernatural abilities, talents, and /or items for great financial gains. Using your powers for mundane means does not draw the attention of others. Create golden bars out of thin air, use a megazord to help with construction, or even control the weather to put out forest fires. No matter how great the power, as long as you are using your powers for mundane tasks and money making plans no one will bat an eye. You could easily become a billionaire within a year and accumulate more wealth than anyone could spend in their lifetime. Creating billionaire dollar companies that rely solely on your powers is a breeze. Now get out there and make some money!

Invader

Invading Knowledge (100cp)
No matter how strange the customs or culture, you will never be caught looking like a fool. With this perk, any time you set foot on a planet you instantly gain a basic understanding of their culture and customs. Whether it's eating plants with a bent spoon, or face slaps being a sign of affection and greetings. You will always have a basic understanding of how to blend in and respect the cultures of the planet.

Dominant Presence (200cp)
You now possess an aura of dominance. Any being significantly weaker than yourself will feel an overwhelming sense of fear and submission towards you. This does not mean they will do your bidding, but only those close in power or having unnaturally strong wills will be able to even think of opposing you. Go forth and show them why you are to be feared.

Conquerer Conquerer (400cp)
Your passion is for conquering, but what good is taking a land if it is immediately liberated. Now, any land you conquer entirely will remain conquered. The citizens will see you as their absolute ruler and will turn on any would be liberators. You need not worry about revolts or revolutions, the very earth itself will do whatever it can to remain under your rule.

Dominance Beatdown (600cp)
Conquering is about much more than controlling the land, and as long as there are those who have strength, there will always be those who try to overthrow your rule. With this perk, you now have the power to conquer much more than nations or planets. You now have the ability to conquer the hearts, minds, and souls of those you defeat in

combat. For this perk to activate you must defeat them alone/ without the aid of any outside help. You must defeat them with your own strength, this means no outside help, items, power up, or any other “boost” that does not come from your own ability. Anyone you defeat under these restrictions will become uncontrollably and undeniably loyal to you. They will become a servant that follows your order exactly and cannot even fathom the idea of betrayal or revolt. They will follow your command until their dying breaths and potentially on after that.

Avenger

Heroic Courage (100cp)

What is a hero without the courage to help others in impossible odds. You are now immune to the effects of fear. This does not prevent you from feeling fear, but it does prevent you from freezing, jumping, and hesitating. A hero is someone who fights despite the fear! Now go forth and show them your courage!

I Can Do This All Day (200cp)

Your heroic will is enough to carry you on long after your body has given up. You are able to continue fighting despite your injuries. This does not make you immortal and sufficient damage can render your body useless or outright kill you. However, the pain and fatigue your body suffers will no longer prevent you from giving it your all. A true hero will fight through the pain to save others.

Great Liberator (400cp)

Sometimes just saving the day isn't enough, sometimes you must be a liberator instead of a savior. Any lands you liberate will stay as such. Old beaten regimes will not rise from the ashes and new blooded conquers will not consider trying to take over lands once free by you. The places you free will stay free for as long as you live.

THE AVENGER (600cp)

You are an Avenger not a prevenger. You are now a founding member of the mighty avengers should you wish. you and any member of a team you are a part of get a powerful boost when fighting villains AFTER they have caused destruction. The more damage done and the more people hurt or killed, the bigger the boost. Fighting after a city has been destroyed and its people killed will nearly double your strength. And if you and your team are able to defeat the villain you gain the option to reset time to before the destruction, with everyone (excluding you) forgetting the entire ordeal. Be careful as this will stop those around you from growing from the experience. Any power-up,

new techniques, acquired items, and any similar boost in power acquired to defeat the villain will be lost, including your own.

Powers

Minor Elemental Manipulation (100)
You now have partial control over any classic element of your choice. Your control is relatively basic, you are able to manipulate existing sources in small amounts to fire as blasts, make small constructs, and control telekinetically. You cannot change the "form" of your element (change water to ice or steam), with time and training this restriction can be overcome but you won't be able to manipulate your element outside of its original state.

Minor Regeneration (100)
You heal faster than most folks. Scratches and small cuts heal almost immediately, bruises heal within minutes. Broken bones heal in days instead of months. You can even regrow entire limbs within a year. There isn't a wound you can't heal from… assuming you survive the wound.

Natural Weapons (100/300)
You are now in possession of a shiny new set of claws! Or fangs. Or really any natural weapon you would like. This can range from finger claws, spines, wolverine-esc knuckle claws, a tail, or any other natural weapon, even wings are up for grabs. For an extra 200 cp, you can upgrade your natural weapons to either be coated in adamantium (like a few animal themed heroes) or allow your new additions to secrete a deadly poison that can either kill, weaken, paralyzed, or knock out any unsuspecting prey.

Marksmanship (100)
Many of the heroes in this world are just regular humans trying their best to combat gods and monsters. Similar to Hawkeye and Black Widow, you possess superhuman levels of accuracy with ranged weapons. You are easily able to hit moving targets from miles away with perfect accuracy. This applies to nearly any ranged weapons from slingshots to bows, to guns, to even more exact weapons like throwing knives or spears. The only real restriction is the weapon you are using and your own ability to utilize said weapon.

Weapon Mastery (100)

Similar to the above power, you are now a master of most melee weapons. Your skills allow you to fight skilled opponents such as black panther, captain America, and even Gamora as equals in terms of raw skill. Your only limitations are your physical ability and the weapons you choose to wield.

Super Soldier (100/200/300)
Super soldiers are not as uncommon in this world as the government would like you to think. For 100cp you can be on par with super soldiers like Captain America and the Red Guardian. Your strength, speed, and durability would put Olympic level athletes to shame, giving you the ability to hold off swarms of enemies and take hits that would easily overwhelm any normal human. For an extra 100 cp you can be elevated to the likes of Black Panther, not only acquiring the enhanced physical abilities but also gaining enhanced senses and instincts on par with some animals. You also gain a level of acrobatic skill and flexibility not present in the previous option. For the final price of 300 cp, you can be put on par with New York's favorite webslinger. You will gain even further enhanced physical abilities, acrobatic skill, your very own spider sense, and the ability to stick to most surfaces effortlessly. Your abilities at this tier would be in line with the best of the three versions of spiderman shown in the MCU so far.

Minor Super Intelligence (200)
You are now a certified genius, easily scoring at the top of any class you take. This does not put you on par with the likes of Tony Stark, Shuri, or Bruce, but you are no slouch in the academic fields. You may also choose one general field to further push your knowledge. You are able to apply what you know and your knowledge to real world problems on the fly. You are comparable to the MCU Peter Parker, who was able to create his own web fluid with what he had available. This power also gives you a large boost to your deductive reasoning and investigation skills.

Flight (200)
You are able to fly at speed comparable to an Olympic runner. This can optionally come with a pair of wings of your design. You are immune to all of the normal dangers of flight such as lower oxygen and you are freed of any preexisting fears of heights or falling.

Regeneration (200)
Your natural healing factor is tuned up to eleven with this power. Cuts, bruises, and fractures are healed within minutes while more deadly wounds like large gashes and broken bones can be healed within the hour. Even severed limbs can be regrown in weeks. This power also makes you much harder to kill, being impaled or having organs

crushed will not be nearly as fatal. While getting decapitated or losing too much blood will still put you down, you are a force to be reckoned with. Even having your heart or lungs destroyed can be ignored for tens of minutes without killing you. Having your brain destroyed will also result in instant death.

Shape shifting (200)
Like a certain blue mutant, you now have the ability to change your physical shape into that of any human or humanoid race. Eye color, body shape, shin color, bone structure, and even your voice are all within your power to control. Your abilities to change your shape goes down to the blood and DNA. While not allowing you to manifest or copy other supernatural abilities, no normal means would be able to tell you from the original.

Minor Duplication (200)
The ability to create identical clones of yourself. You are able to create up to 5 identical clones of yourself. These clones do not possess any of your items outside of regular clothing but do possess weakened versions of all of your powers. These clones last until destroyed, are completely loyal to you, and can be summoned and unsummoned at will. Should a clone be killed it will take around 1 hour until you can resummon said clone. When a clone is summoned or destroyed you gain all of the clone's memories and a portion of any training they underwent. You do not instantly gain possession of any items they had on their person. What happens to your clone after death is up to you, whether the body remains, it bursts into a puff of smoke, harmlessly burns to ash, or melts into a puddle of blood are examples. This change can not cause harm to anyone close to the clone, the clone’s belongings, or the immediate environment.

Minor Invulnerability (200)
The ability to resist external harm. Your skin, hair, eyes, and any other exposed part of your body is not extremely durable. Modern firearms and small explosives will bounce harmlessly off your body. No normal human would be able to cause any harm to you, and things like falling from small buildings won't slow you down at all. Your bones are equally enhanced to support your more durable body. High Calibur armor piecing rounds can still cause bruising and large explosions can rip through your defenses. The more powerful beings in this jump won't have a problem putting you down.

Minor Nature Manipulation (200)
The ability to commune and control plants and animals. You can now communicate with any animal found on earth including aquatic or avian species. Given enough practice you can also speak to insects. This does not give you control over them, but

most animals will start off with a friendly disposition to you. You can control plants to a moderate degree, causing them to move and rapidly grow to create constructs or farm your enemies. You cannot cause plants to grow from nothing and it does take time from your accelerated growth to happen.

Minor Teleportation (200)
The ability to instantly transport yourself to another location. Like a certain blue mutant you now have the ability to teleport to any place within your line of sight. You can take one or two people with you by making contact with them before teleporting, this is not optional and can be taken advantage of by those quicker or more clever than you. You can teleport rapidly in short bursts, overuse can cause you to get lightheaded and eventually pass out. You can teleport through clear or see-through objects. You can teleport through solid walls as long as you have seen what is on the other side of the wall and can clearly envision it in your mind. Trying to do so without meeting both of these requirements can cause you to destroy your body should you not be durable enough to find yourself inside of a wall.

Telepathy (200)
The ability to read minds. You can easily read the surface level thoughts of anyone within your line of sight, and can focus to read deeper memories. The target of your ability can feel when you are reaching into their mind and those with strong enough minds and wills can force you out.

Minor Supernatural Combat (200)
Your combat ability is enhanced to super human levels. You are now able to fight ten of your peers and win easily through skill alone. No being that doesn't have an advantage in physical ability, powers, or equipment will be able to beat you in a fair 1v1 fight. This only applies to unarmed combat but can be applied to ranged or weapon combat with the purchase of the appropriate powers. You are a master of nearly every fighting style and can even create your own style within a few days of training. New fighting styles can also be mastered after just a few weeks of training.

Magic Eyes (200)
Magical eyes that allow you to have a range of visual abilities. These magical eyes of your design grant you a multitude of enhanced visual power including telescopic and microscopic vision, X-ray vision, infrared vision, and complete 360 vision. Your mind is also enhanced to be able to understand and analyze all of this new information with ease. This power is tied to both of your eyes, destruction of one eye will not hamper

this power. The design of these eyes is up to your discretion and can be a toggleable change in appearance or a constant change.

Minor Magic (200)
The start of a sorcerer's magical journey. You are now a budding wizard, able to cast basic spells provided you have the proper equipment. You can cast fireballs, create sounds or minor illusions, conjure small familiars, and other equally useful powers. If you want a more in-depth idea of your abilities, spells from the DND spell book of 2nd level would be on the higher end of your powers. You are also granted a spell book to store the spells you know and a sling ring to open portals.

Ki (300/Free for Saiyans)
You have the ability to manipulate your very life force. You are able to manifest this energy as various ranged attacks such as beams or blasts. You can also use this power to enhance your physical abilities greatly, even allowing yourself to fly. A normal human with this power would find themselves starting off being head and shoulders above olympic athletes with the physical enhancements alone, other races will find their abilities skyrocketing in equal measure. This power can be trained indefinitely and can allow a normal human to eventually compete with the likes of weaker saiyans after years of training.

Elemental Manipulation (300)
Your ability to manipulate the elements is on par with the stronger elemental users in this universe. Choose one mundane element (lava, fire, water, air, light, darkness, crystals, plasma, etc.) You are completely immune to your element and can coat yourself in it at will. You can fire blasts or streams of your chosen element and can create large amounts of it at will. You are aware of all natural sources of your element within a 50 mile radius of yourself and can instantly manifest yourself from any preexisting sources of your element. Your power allows you to easily destroy buildings, create constructs out of your element, and even "harden" your element should it be something non-solid like fire or air. This allows your attacks to hit or cut as if they were solid objects despite their physical state.

Ranger (300)
You have been chosen by the morphing grid. You are now granted a Morpher, a specialized handheld device of your design that allows you to tap into the morphing grid, an alternative dimension that exists to protect the earth. This device allows you to transform, donning a suit of your design that grants you superhuman abilities. Your combat knowledge is enhanced to that of the minor supernatural combat power, and

your physical stats see a similar boost. You are strong enough to lift and throw cars, fast enough to effortlessly dodge high Calibur bullets, and durable enough to take several hits from the likes of early MCU hulk or Thor. Too much damage will cause your transformation to fail however. You are also granted access to a specialized weapon of your choice. This weapon will have two modes, a ranged mode and a melee mode. Your ranger form may also align with a “theme” such as animals or cars.

Copycat (300)
Like a certain renowned mercenary (or in this universe scarred and manipulated girl) you now have the ability to instantly copy any physical technique or skill you see. This can range from combat styles, weapon techniques, ranged combat skills, free running skills, or any other mundane skill you witness. As long as you have the physical abilities to copy said technique, there isn't much you can't copy. After copying something, you are also easily able to identify when it will be used against you and how to counter it.

Charm (300)
Your looks now rival that of the goddess Aphrodite. While not necessarily increasing your attractiveness you will find that those you use this power on can't help but fall for you. Anyone who is attracted to your gender can easily be made to fall for you. This makes them much easier to manipulate and can be used to cause rifts in teams. Most people under your charm will not be able to bring themselves to harm you and will be more than willing to let you get away when they should otherwise capture you. This is not total mind control but those of average will and below will be helpless to resist your charms.

Technokinesis (300)
Machines were made to be controlled, you take this to the next level. You have the ability to manipulate any nearby source of technology. The closer you are the stronger the effects. Withdraw all the money from an ATM, turn off nearby cameras, hack super computers with a touch. The applications of your power are nearly endless. You are also able to create and inject any form of technology with your own custom AI that is completely loyal to you and can linger around and act independently of you, although this AI can only infect one machine at a time.

Energy Constructs (300)
You have the ability to manipulate your own special energy to create constructs. Much like a certain color themed hero, you are able to create hardlight constructs. These constructs can range from simple weapons like swords or bows to complex mechanized armors or working vehicles. The only restriction on this power is that you

must have a basic understanding of how your creation functions as its design and inner workings are based solely on your knowledge and creativity. You will start off only being able to make a handful of human sized constructs, but with training can grow to create entire weaponized armies from your own mind.

Force Sensitive (300/600) (300cp version free for Force Sensitive)
You have discovered your access to the force, a mystical source of life found throughout the galaxy. Your attachment to this energy source has granted you a few abilities. Primarily this displays itself as telekinesis, minor telepathy, and slightly enhanced physical abilities. The force has two sides, the dark side and the light side. The dark side manifests in those who crave power (even if desired for a noble cause) while the light side manifests more in those who seek peace and are willing to sacrifice and restrain themselves to achieve it. As you become more aligned with one side you will find your abilities expanding. Those aligning with the darkside will gain access to more dangerous abilities like the force choke, force blast, combat meditation, and the more powerful force lighting. Those that align with the light side will gain access to more benevolent abilities like force healing and danger sense. Regardless of your alignment the 300 cp version places your force abilities on that of an average Jedi knight (similar in power to Plo Koon and Ashoka Tano.) for an extra 300cp you will find your power skyrocketing, raising your force sensitivity and physical stats to that of the strongest Jedi and sith masters (think Darth Vader, Darth Revan, and Yoda). With training you could even raise your force ability to match that of the infamous Starkiller, a man who was able to defeat Darth Vader in a fair one v one and pull massive spaceships carrying hundreds if not thousands of people out of the sky.

Major Supernatural Combat (400)
Your combat skills place you in the upper echelon of fighters in this universe. With your combat skills alone you could defeat foes that greatly outclass you in terms of physical ability. An average human could easily defeat super soldiers. This power would let a completely average human defeat those on par with Spiderman and MCU Quicksilver (the one from Age of Ultron). This power only allows for greater feats the stronger the user. As long as you have the ability to deal damage to your opponent, there is always a decent chance at victory through sheer combat skills alone. You can defeat hundreds of your peers through sheer combat skills alone. You may pick up to 5 weapons that you are equally skilled in combat with.

Symbiote (400)
You are now in possession of a klyntar symbiote. These aliens take the form of an ooze that requires a host to survive. In exchange for living in your body the symbiote grants

you a slew of powerful abilities. The main one is an increase in physical abilities. Your physical stats are on par with the 300cp level of super soldier, putting you on par with the various spidermen of the MCU. The symbiote can also form constructs

Dimensional Travel (400)
Like a certain young child, you have the power to travel between dimensions at will. You start off with little control over the dimensions you travel through and arrive at. With practice you can freely travel between dimensions within your jump. The dimensions can range from a dimension where everything is 2D, to a dimension where everything is painted, to a dimension where red means go and hotdogs are spherical instead. You are able to bring others with you by making physical contact before activating your power. With practice you will also be able to open portals to other dimensions instead of directly transporting yourself.

Greater Regeneration (400)
You are now in possession of a healing factor that rivals that of the (arguably) most famous x-man and the merc with a mouth. Your body is able to regrow limbs in minutes, heal from major cuts and wounds in seconds and can even heal from decapitation and total brain destruction. As long as at least a single drop of your blood (or an equivalent amount of tissue or bone) remains, you will be able to totally reconstruct your body with little issue in minutes. You would need to be totally atomized to be put down for good. Your life span is also lengthened drastically, able to live for over a thousand years before your body starts to degrade.

Energy Manipulation (400)
This power allows the user to absorb and manipulate energy. This can range from heat, to Laser blasts, to cosmic energy. The user can also absorb magical energy but with much more difficulty and unpredictability. The user can then utilize their absorbed energy to fly, enhance their strength, or fire concussive blasts. The more energy the user absorbs the more powerful they become with no hard ceiling for maximum energy absorbed. After absorbing enough energy, the user can enter an enhanced form that quickly burns energy but greatly enhances the user's physical stats and energy blasts.

Super Strength (400) Your strength is now on par with some of the heavier hitters in the MCU. You are able to easily tear through concrete, easily lift and throw large trucks, and leap great distances. You are an entire tier above the many supersoldiers found within the jump. (Think characters like Rhino or Mr. Incredible.) Your durability is equally enhanced to take blows from similarly enhanced beings with relative ease.

Super Intelligence (400) Your intelligence is boosted greatly, on par with characters like Riri Williams or Shuri. You are able to create wondrous inventions that could singlehandedly change the course of the world. You can easily come up with solutions to difficult situations and your detective skills are on par with some of the best in the world. Given the proper equipment and tools you could create powered suits on par with the early designs of the Ironman armor or black panther suit. While not quite advanced enough to dabble in quantum physics, time travel, or nanite technology you are more than equipped to become a hero using your inventions alone. You may pick one scientific field to gain a slight boost above the rest. You are also able to split your consciousness into three equal pieces, allowing you to focus on separate tasks simultaneously or providing three minds on the same task.

Super Speed (400)
Your speed is now on par with MCU Quicksilver (from the X-Men movies not the MCU). You are able to move so fast that the world seems to freeze around you. Dodging bullets, speed blitzing the likes of Thor, and traveling between countries in minutes are all easily within your power. You could rush into an exploding building and easily save hundreds of people without anyone getting hurt. Your stamina is given a significant boost as well to better accommodate your new speed. You are able to analyze and process information at a much faster rate to keep up with your speed as well.

Major Teleportation (500)
The ability to instantly transport yourself and anything you are carrying across great distances. This power allows you to instantly transport yourself, anything you are carrying, and anyone you are touching to anywhere on the planet. You do not need to have been there before to travel there, you only need to know of its existence and be able to roughly visualize where you want to go. This ability can be used in quick succession for hours before you start to become fatigued.

Telekinesis (500)
The ability to move matter with your mind. With this power, you can exert both great force and fine control over anything within your line of sight. You can lift houses, crush small buildings, and grind steel and stone into dust. You can also turn solid metal into fine machines (given you know how to build said machine, create and manipulate puppets made of stone, and even puppeteer weaker beings. With this power you could easily destroy a city or create complex, fine-tuned constructs limited only by your surroundings, intelligence, and creativity. You can lift, crush, and move around 150 tons, with this limit increasing with training and usage.

Duplication (500)
Your body is now able to create identical copies of itself. These copies are completely loyal to you and you share a semi-hive mind between them. You are all independent but are each aware of the state and location of the others. Your mind is shared between all of your clones, to the point that you will always survive as long as at least one clone remains. You can create hundreds of clones at a time and each clone has roughly 50% of your strength in terms of powers, abilities, and physical stats. You can transfer your "main" consciousness between your clones at will with your main body instantly growing to 100% power. Your clones may spawn with exact copies of any items or gear you are wearing at the time of their creation. These duplicated items will also be half the quality of their original.

Major Elemental Manipulation (600)
You may choose any one element not including esoteric options such as time, space, gravity souls, etc. Your control over this element is absolute. You are able to shift your body completely into your element to prevent physical damage, you can absorb any trace of your chosen element at will to both heal and empower yourself, and you may instantly transport yourself to any preexisting sources of your chosen element. This level of power comes with added bonuses that further increase your elemental prowess. You can solidify your chosen element should it not possess a solid form (such as air, water, or fire) giving your element an added "punch". You can also freely create your chosen element using your own energy and can conserve your energy by transmuting matter into your chosen element, although this does happen at a slower rate than simply creating it. Your element is also given more esoteric properties depending on the choice. Fire can burn away spirits and defences, steel and reinforce the wills of others, electricity can control the electric signals in the minds of living creatures and machines. The applications of this vary so fanwank responsibly for the price. Finally, you are able to create constructs out of your chosen element. Examples include making exploding birds out of fire, paralysing tigers out of electricity, ghouls out of darkness, and blades or guns out of light. These constructs are controlled by your mind so without additional powers the size and amount of these constructs are only limited by your mental capacity. You are able to easily destroy entire city blocks with your raw power, this can be increased slowly over time with training and practice.

Greater Supernatural Intelligence (600)
Your mind is on par with the greatest minds in the universe. Your intelligence is equal to the likes of Reed Richards, Tony stark, and bruce banner (all MCU versions). You can create functioning advanced mech suits using scraps found in junkyards and second hand tools. You can solve complex equations in seconds, create functioning highly

advanced AI systems, and even create synthetic life given the proper equipment (which you could make yourself given the proper tools and raw materials). You are able to easily separate your mind into ten “pieces” each being able to focus on separate tasks with 100% of your brain power.

Major Magic (600)
Your magical talents are on par with Dr. Strange, the Sorcerer Supreme. You can open portals around the planet, project your mind into other dimensions, conjure familiars and weapons, and make pacts with otherworldly entities. To get an idea of your magical might, you are able to cast spells up to the seventh level from the DnD spell list. Given enough study and practice, you can even create your own spells and adapt on the fly. You are also a master of identifying magic, magical creatures, and magical artifacts. You are able to easily identify any magical enhancements or effects on a given item as well as being able to create magical items yourself, inscribing an item with any spell you know. This allows those less magically inclined to utilize a portion of your power or for you to use up energy in the present to conserve energy in the future.

Power absorption (600)
Like a certain southern belle, you now have the ability to absorb memories, physical abilities, and power from anyone you make skin to skin contact with. Unlike Rogue however, you are in full control over your power, you never have to worry about accidentally killing or hospitalizing someone. The longer you remain in contact with someone the longer you maintain your stolen power. You are not just stealing their power, but their very life force. Prolonged usage of this power can quickly kill the recipient, and should you end someone's life, you will permanently retain a portion of their power, physical stats, and memories. The stolen power will not be as strong as the original but will be relative in terms of power and ability.

Mind control (600)
The mind of any living creature is yours to command. With this power you have the ability to fully take control of the mind of any living creature within a 10 meter radius of yourself. You can easily control their actions, personality, impulses and even their minds with prolonged exposure and focus on your part. You can control as many people as you want, however your control on others will start to slip as soon as the target leaves your range. The longer you spend strengthening your control on the target the longer you control will last. Enough exposure to your power can result in permanent changes, the bigger the change the longer they must be exposed. Small changes like dietary shifts or pet/music preferences can be changed in a day. Personal habits, love languages, and/or recent memories can be changed over the course of a week.

Deep/important memories and complete personality swaps would take weeks before becoming permanent. Permanent changes and control on anyone within your range cannot be broken, however the regression of your control when outside of your range can be accelerated by strong emotional triggers or interference by loved ones.

Major Nature Manipulation (600)
Your connection with nature is second to none. You are able to perfectly control any nearby animals including insects. Your control over wildlife is absolute and only beings greatly more powerful than yourself could even begin to undo your control. This level of control extends to all plant life, with you being able to create entire forests instantly. Creating massive trees the size of skyscrapers or causing deadly spores to sprout throughout an entire city are both within your power. You can instantly cause plants to sprout and grow even in the most barren environments. As long as you are aware of a plant's existence you can create giant versions of said plant instantly. You are also able to make plant based monsters that have the intelligence of a 3 year old and are irrevocably loyal to you.

Viltrumite Package (600/Free for Viltrumite)
The classic flying brick package. Like even the most average Viltrumite, you now have access to powerful physical enhancements that place you well above most beings in this setting. You are strong enough to easily tear through buildings, easily stop cars and trains, and given the right circumstances and a little help completely destroy an entire planet if you train enough. You are durable enough to take hits from beings of similar strength with relative ease. You are also able to fly fast enough to speed blitz average humans and super soldiers as well as travel across the entire planet in seconds. You are also extremely hearty, able to survive having the majority of your organs destroyed. Losing entire limbs, or even having a gaping hole in your stomach are all wounds that you can survive given the proper medical treatment. Your skin is so resilient that you can survive a short dip into the sun. You are also able to easily live for hundreds of years with no drop in physical or mental ability. This optionally comes with killer facial hair.

Greater Invulnerability (600)
Your exterior has been enhanced to the maximum. You are completely impervious to outside attacks. From strikes from Viltrumites to ki attacks from saiyans. You are completely immune to any form of direct attack. You could survive the sun exploding in your face and be perfectly fine. It would take a direct attack from the full power of all six infinity stones to damage you. This protection only extends to your exterior; your eyes, skin, hair, nails, teeth, etc; as well as your bones and muscles. This does not

make you completely invulnerable. Like the nemean lion, you are still susceptible to attacks to your organs, nervous system, and immune system. You can be poisoned, infected, contaminated, and drugged. You also still require air, food, and water. So while you could survive the planet exploding, you would very quickly suffocate in space without additional support.

Hulk Package (600/800)
You are now optionally a close cousin to the incredible Bruce Banner. Whether you chose to be family or not the fact remains, like Bruce Banner you now have a little something extra inside you. For 600cp you are now granted an alternative persona in the form of your very own hulk. This raging monster stands around 8-10 feet tall, extremely muscular, and skin color that can range from green to red to gray to blue. You start out having a mutual understanding with your inner beast and can freely transform into your hulk state and back. While in this form you are much more aggressive and hostile, you can still restrain yourself with effort and are not just a mindless beast. While transformed you are strong enough to easily overpower Viltrumites, and durable enough to take blows from equally powerful goes with no issue. You are strong enough to jump between entire states with nothing but your own leg strength. You could easily destroy entire cities with just a few blows and can create shockwaves just by clapping your hands. Your durability is so great that you can take hits from characters like Thor and Thanos without much injury. You also have an incredible healing factor that, paired with your incredible durability, makes you extremely difficult to put down for good. For an extra 200cp you are granted a few abilities from the comic book interaction that makes you truly incredible. Your healing factor is ramped up to 11, able to survive being torn to pieces, disemboweled, and decapitated. Your strength also increases the anger you get with no true upper limit. Seeing a loved one die before your eyes would be enough to give you the strength to cause earthquakes with your footsteps alone. You are also in complete control of your transformation, no longer suffering from increased aggression and will automatically change form upon taking any form of damage or being rendered unconscious. Your physical form can alternatively take a more monstrous form such as the abomination or a taller more human looking form like the various she-hulks.

Chaos Magic (800)
Wanda Maximoff is not the only human able to access the powerful and destructive chaos magic. Like Wanda you are able to utilize a very powerful form of magic. Unlike normal magic, chaos magic specializes at bending reality to the user's will. This can happen both intentionally and unconsciously. Wanda once turned an entire town into a 1900s sitcom without even noticing due to her overwhelming grief. The basics of this

power include a form of telekinesis, temporary mind control, protective barriers, and concussive blasts. With practice you are able to bend the laws and rules of reality to your whim, turn reflective surfaces into portals, create clones of being both alive and dead to do your bidding, travel to alternative dimensions, and other similar feats. Your only limitation is your control over chaos. Even comic Wanda spent a large portion of her life studying her magic and still does not have full control over her power (in some iterations).

Saiyan Package (800/Free for Saiyans)
Saiyan blood is now pumping in your veins. This places you far above any of the heroes found on this planet (outside of sentry, potentially). Your strength allows you to easily destroy large mountain ranges or entire cities with pure strength alone, you are many times faster than the speed of light, and durable enough to survive planet level attacks. You are also naturally gifted in the usage of ki, able to destroy small moons at base level. Your two most frightening abilities are your zenkai boost and ape transformation. The zenkai boost allows you to receive a dramatic boost in your power by surviving life threatening injuries. This boost is caused by the stress your body undergoes in life or death situations and therefore will only activate if your life is truly in danger, being heavily damaged and instantly healing (via regeneration, for example) would not provide the boost. The second ability stems from your new monkey tail. This tail is extremely sensitive and having someone simply grabbing the tail will paralyze you and cause you extreme discomfort. The benefit however, is the ability to transform into a great ape. This monstrous form towers over buildings and gives you a times 10 boost to all of your powers and physical stats. This form can only be triggered by staring at a full moon, however special ki abilities can be used to substitute for the moon. Having your tail removed will remove the vulnerability it possesses but will also prevent you from entering your great ape form.

Matter Manipulation (800)
This power gives you the ability to manipulate matter on an atomic level. At the most basic level this can manifest as a form of telekinesis and hard light constructs. As your skill grows in this power you will gain the ability to induce alchemical reactions instantly, transmute matter into other forms, and even manipulate biological functions to change the shape of living creatures. This power has no upper limit on its abilities but at max level you can manipulate around a small planet's worth of matter at once. You can instantly turn humans into piles of blood and gore, turn buildings into elaborate art pieces, and change stone into gold. You will have a basic understanding of matter and various materials and how to transmute them, but you will need to put in the legwork if you want to unleash the full power of this ability.

Godly Power (800/free for Asgardian)
You are now kin to the likes of Thor, Hela, and Loki through divine heritage. Pick any one aspect to be your divine domain. This can be elemental (such as fire or air), natural (such as gravity or magnetism), esoteric (such as life or time), or universal (such as space or stars). You cannot pick reality or similar aspects to be your domain. Your power is on par with gods like Thor and Odin. Your physical power is significantly greater than a Viltrumite but not quite on par with a Saiyan. You are able to lift mountains, take hits from the hulk, and move faster than sound. You are also able to channel your divine domain for devastating attacks. You will not have the fine control of your domain such as the level that comes with major elemental manipulation or time control, however your maximum output eclipses theirs. Your raw power granted from your domain is enough to destroy the moon and destabilize small planets. You are also empowered when in the natural presence of your domain. (Your strength is doubled if you chose ice as your domain and are in Jotunheim, for example.) You are able to channel your domain into powerful attacks but not fine tuned manipulations. *Check notes for further details*

Major Super Speed (800)
Your speed is now on par with that of comic book speedsters. You can move hundreds of times faster than light, run around the world tens of times in less than a second, and outrace nearly every being in this universe. Your skill with your speed allows you to perform feats such as vibrating through physical barriers, move so fast time is frozen, and explode nearly any physical objects by vibrating it at the exact right frequency. Your mind is equally sped up to compensate for the dramatic boost in speed.

Mimicry (800)
You now have the ability to mimic any power or ability that stems from the user's body. You can manipulate any ability you see, your body shifting and changing to allow you to perfectly and safely replicate the ability. You can copy the powers of the likes of the thing, the hulk, sentry, saiyans, or the human torch, spiderman, venom, or most mutant abilities. Your mimicry of their physical stats and powers is perfect and lasts for up to 24 hours after you no longer have the target within your line of sight. You CANNOT copy powers that do not stem directly from the user's body. For example you cannot copy magical powers, ki, mech suits, ranger power, or other similar powers that stem from an outside source.

Spirit of Vengeance (800)

You are now host to a spirit of vengeance and have become the “next” Ghost Rider. This provides you with a host of abilities that will make you one of the strongest beings on earth. You are functionally immortal, able to reconstitute your body from any attack, even total disintegration or destruction. Your strength and durability is on par with heroes like Spiderman. You are also able to turn any vehicle or mounted animal into a hellish version of itself, granting it greatly enhanced speed and physical stats comparable to your own. You can enhance any weapon you wield into a hellish version of itself, increasing its effectiveness and allowing you to control it telepathically. Your greatest powers are your ability to conjure and control hellfire and your penance stare. You are able to create and control hellfire, a demonic flame that burns the very souls of living beings. It burns much hotter than normal fire and can burn the flesh and soul of nearly any being in the universe. The penance stare allows you to punish the sinful for their wrong doings. By making eye contact you can force any living being to endure the pain of all the sins they have committed, the more evil the sin the more painful the experience. This ability will also destroy the souls of those you use it on should you wish, leaving the victim an empty husk with no will of their own.

Greater Super Strength (800)
Your strength is on par with the great apes of the Saiyan race. You could easily destroy small planets with your raw strength alone. You could jump from earth to Mars and back within seconds. You could shift the earth from its orbit with your raw power. Punches from you can change the weather and create tornados from the force. You have perfect control of your strength and can punch a civilian with the strength of an average human. You never have to worry about accidentally destroying a door or using more force than you had intended. Your organs are similarly boosted, you can hold your breath for days at a time and can shrug off nearly any form of illness, disease, or poison with ease. Your durability is boosted to support your new strength. Your body is able to handle sustained blows from a saiyan the same way a boxer can take hits from the average adult.

Space Manipulation (1000)
Your control over space rivals that of the infinity stones. You are a master of space and your power is bound only to your imagination. You can erase pockets of space to bypass a being’s durability, you can open portals and close them on people, you can teleport great distances easily, and you can swap the positions of creatures and items at will. The basics of this ability allow you to control the positions of physical objects and the space they take up. You can even expand the space around yourself to prevent any physical attack from landing or create a barrier around yourself for defense. The applications of this power are limited only by your imagination.

Time Manipulation (1000)
Your control over Time rivals that of the infinity stones. At the most basic level you can control the flow of time on yourself and other physical objects as well as your/their position in time. This can take the form of accelerating time around yourself or the time of objects to rapidly decay them, reversing time on yourself to undo damage, traveling through time to change or witness certain events, and freezing time in an area or for specific creatures/objects. You can pull versions of yourself from seconds ago to achieve a form of pseudoduplication. The applications of this ability are limited only by your own imagination. Your actions in the past are guaranteed to not create alternative timelines or unforeseen consequences. You could go back in time and kill Adam and Eve and return to the present day to find nothing had changed other than their absence.

Items

Blaster Kit (100)
This is a collection of laser blasters from the star wars universe. It includes two pistols and a rifle. These blasters (unlike the movie versions) are as accurate as any normal firearm and you don't need to worry about drop or wind interference. They are self refilling on ammo and reappear in your warehouse within 24 hours if lost, destroyed, or stolen.

Prosthetic Limb(s) (100 per limb)
One of your limbs has been replaced with a metallic replacement. This limb is fully functional and is twice the strength of the limb it replaces. Strong EMPs can temporarily disable the limb. If destroyed, lost, or stolen a replacement will be delivered to your warehouse within 24 hours.

Lightsaber (Free Force Sensitive/200cp)
This futuristic saber is the poster weapon for the sith and Jedi orders. The weapon takes the form of a circular blade hit and houses a kyber crystal that is a color of your choice. By flipping the switch a beam emerges from the hilt that matches the color of your crystal. This plasma blade burns at around 25,000 degrees and can easily cut through flesh, stone, and steel. You may choose any hilt design from the Star wars series. You may choose more exotic designs such as the tonfa, whip, or spinning blades. You may NOT choose the dark saber.

Vibranium Weapon (200)
This primitive weapon of your choice is made entirely of vibranium. This gives your weapon an incredible level of durability, being nearly indestructible. You may choose any basic weapon (ranged or melee). Unlike a physics defying shield, you don't need to worry about your weaponing bouncing around if it is dropped or thrown. Your weapon is also very lightweight and easy to wield.

Mandalorian Armor (300)
This durable armor is the signature look of the Mandalorians. The armor is durable enough to easily take hits from modern firearms all the way up to blasters. Your armor can be any color of your choosing and comes equipped with hidden blades, a jetpack, missile launcher, and a wrist mounted HUD that has radar and a communications system. Your helmet has access to the same HUD system and can act as a communicator, information system, and thermal/night vision goggles. Your armor is replaced at the start of each jump if lost, stolen, or destroyed.

Vibranium Armor (300)
This suit of hightech armor (optionally animal themed) is made of pure vibranium. Like the black panther suit, your suit is lightweight, flexible, and extremely durable. It is able to absorb kinetic energy from attacks and unleash this stored energy in the form of powerful shockwaves. This suit takes the form of a thin necklace that can be expanded into the suit at will. Your suit does have an upper limit on the amount of energy it can store and will forcefully release this energy if overwhelmed. Sonic attacks can also cause the suit to retract and leave you vulnerable.

Pym Particle Suit (300)
This suit and set of gadgets contain pull particles. The suit allowed you to shrink yourself drastically. You can shrink to the size of an ant while still maintaining your total mass. You are also able to grow to around 10x times your normal size. The suit comes equipped with a set of small disks that can be thrown and attached to objects to grow it and shrink them within the same limitations of your suit. The disks are replenished daily and your suit recharges every twelve hours.

Ogre Mask (500)
This monster style mask is the last remnant of a powerful monster. When donning this mask your body is fully transformed into that of a legendary ogre. This monster can take on the appearance of your choice but must be no taller than 7 feet tall, humanoid, and no extra limbs. This transformation comes with a personal weapon of your choice. This monstrous form grants you power on par with an entire team of rangers. You are

fast enough to take out t rangers in the blink of an eye, strong enough to overwhelm ranger transformations with a single attack and destroy steel like it was paper, and durable enough to take attacks that could destroy small buildings with ease. Unlike the Zen'aku mask, you retain full control over your actions and can easily remove and don't use the mask at will. Optionally you can have another consciousness dwell within the mask that can take over when you put the mask on. While more destructive, this consciousness will always remove the mask when you want. After bonding with the mask over the course of 10 years the consciousness of the monster can eventually manifest itself and act independently of you while still being loyal.

Mandarin Rings (500)
A set of 10 powerful rings each designed to be worn on a specific finger on each hand. Each ring provides a different ability, a list of which can be found in the notes. The rings grow in power the longer you wear them and the more "attuned" you become with them. By possessing at least 3 rings you are also able to manifest an armor of your design. This armor boosts your physical abilities, with each ring providing a .5x multiplier to your physical stats. You will receive a box at the start of each jump containing any rings that were lost, stolen, or destroyed.

Green candle (600)
This candle is the product of an evil magic. By lighting the candle while picturing someone, you can begin to steal all of the person’s powers and abilities. The candle will take 1 week to burn out completely, but once it does the powers and abilities stolen will permanently belong to you with no way of returning the stolen power as long as you are alive. Once lighting the candle, the chosen target will be aware that their power is being stolen but will not know exactly who is stealing from them or how it is being stolen. The closer the candle is to burning out the more aware the chosen target will be to the location of the candle.

Exo armor (600)
This armor is a scientific marvel on par with the Ironman armor. This armor of your design has all of the capabilities of the Ironman Armor: Mark LXXXV. This suit utilizes nano technology to be able to adapt on the fly. It can fly, fire concentrated energy blasts, is durable enough to take a few hits from the likes of Thor before breaking, and can absorb electricity to recharge itself. It can also shift itself using nanites to create blades, additional blasters, and even jet thrusters at will. This suit also boosts your strength to be on par with the likes of Spiderman in terms of raw strength. This suit can compact itself into a palm sized disk that can stick to your chest or back and allows the suit to be summoned or dismissed at will. The suit comes equipped with a highly

advanced AI that can integrate itself into nearby technology and utilize the various suit functions autonomously.

Zords (One Free with Ranger Power purchase, Further Purchases Discounted/600)
A mechanical being of your design. Your Zord can range from around the size of a large building to the size of a human. Its design can range from a mechanical animal, a car, or a mechanical mythical beast. Each purchase allows you to acquire an additional Zord. With at least two purchases, your Zord(s) can grow and combine into a megazord. This new form is always humanoid in design and takes on the properties of its individual components. The megazord towers over most skyscrapers and gains a drastic boost in power. Each individual Zord is roughly on par with the likes of MCU hulk or Thor, with a fully powered megazord being more on par with Thanos with one (maybe two) infinity stones. Your zords are semisentient and entirely loyal to you. They will not listen to and even attack anyone trying to pilot or control them. They are not immune to outside forces like magic or mind control, and can be forced to turn on you. If any of your zords are destroyed or stolen you will receive exact replacements at the start of each jump.

Divine Weapon (600)
This weapon of your choice has been empowered by a powerful divine being. While welding this weapon you are granted the “Godly Power” ability with a domain of your choice. This power is only available while in possession of the weapon. While the weapon can be called/recalled to you at will, having the weapon be taken or destroyed will prevent you from utilizing the power granted. A new weapon will be provided to you at the start of each jump if your previous one was stolen or destroyed.

Infinity stones (1000 each)
The all powerful Infinity Stones. Each purchase of this item will provide you with one of the six infinity stones. Unlike the version of the stones displayed in the MCU, these stones will work within any dimension and are not harmful to wield. Each stone grants you unparalleled control over the chosen domain. Soul, Time, Space, Reality, Power, and Mind. The stones are all comparable in power, with no stone being clearly stronger than the others. The stones allow the average civilian to become a threat capable of defeating the original team of avengers with little difficulty, the power of the stone limited only by the mind of the person wielding it. The stones purchased here have no loyalty to you and would be usable by anyone who possesses them. A new copy of your chosen stone will be provided at the start of every jump, assuming your stone is lost, stolen, or destroyed.

Combos

The combos section offers various “upgrades” or “variations” to your purchased powers. These are free and you may take as many combos as you qualify for by purchasing the required powers (shown in the parenthesis). These are completely optional and not required.

Vibranium Limbs (Prosthetic Limb x Vibranium Weapon)
Your prosthetic limb is now completely made of vibranium. This greatly increases the durability of the limb, makes it more natural to use, allows it to absorb and unleash small amounts of kinetic energy, and increases its strength to be 4 times to your natural limb(s). This new prosthetic is also immune to EMP or electronic disruptions.

Infinity saber Master (Infinity stone x Force Sensitive X Light saber)
Your infinity stone can now be embedded into your lightsaber in place of the kyber crystal. This multiples the saber’s cutting power by 10, the saber now burning at around 400,000 degrees Fahrenheit. Using this saber also allows your force abilities to become attuned to the power of the saber. The longer you use the saber the more of the stone's power you can use without directly utilizing the stone itself. After many years you would even be able to utilize the full capabilities of the stone even if it is not in your possession.

Infinity Suit (Infinity stone x Exo Armor)
Your suit has now been modified to allow the stone to act as its core. The stone enhances your armor, depending on the stone inserted. Your armor is able to draw on the power of the stone to multiply all of its capabilities by 5. Your suit is now also inhabited by an AI that is the manifestation of the stone itself. This allows your suit to utilize the power of your stone without your consciousness input. The suit will always follow your orders but is capable of using the stones power to defend you from unseen or unknown threats. Your suit is also able to run endlessly, the stone being an infinite power source.

Infinity Ranger (Infinity stone x Ranger)
Your infinity stone has become interwoven into your Morpher. The power of the stone greatly increases your physical stats while transformed, putting you on par with the

likes of the hulk or Thor in terms of raw power and durability. Your speed is similarly increased, able to break the sound barrier with ease in short bursts. Your connection to ether morphing grid in turn, allows you to utilize the power of the stone freely while transformed, your ranger suit enhancing the power of the stone, further enhancing your capabilities with the stones power. The power of your stone also enhances your various weapons and zords. The zords get a flat power increase while your weapons gain a boost depending on your chosen stone. The time stone could allow your blaster shots to hit the instant they are fired, the space stone might allow your sword to hit your targets even if your slashes are dodged, and the mind stone might make anyone who is hit with your bat to be under your control for a short time.

Battlizer (Exo Armor x Ranger)
Your Exo armor has fully integrated itself into your ranger power, the nanites enhancing your Morpher, suit, and even any purchased zords. Your exo armor and Ranger suit have become one with each suit's abilities being doubled. Your suits AI has gained access to all of your ranger abilities and can morph you instantly in response to danger or command and pilot your zords or megazord freely. You can also temporarily overcharge your new suit further boosting its physical stats and abilities by 5 for around 30 minutes.

Werewolf by Night (Minor Nature Manipulation x shape shifting x any level super strength)
Your connection to nature has permanently shifted your ability to change shape. Now, instead of being able to freely change your form into any humanoid appearance, you are able to freely transform yourself into a terrifying werebeast. Your new form is a hybrid between man and beast. This form can take after any animal of your choice (must be a specific animal) with you gaining special features depending on your choice of animal. A bird would allow you to fly, a fish would allow you to breathe under water, and an elephant would have a tougher hide. Regardless of your choice, while transformed your strength is doubled and you gain access to terrifying natural weapons. This can be claws as tough as steel, teeth capable of tearing through concrete, or a tail strong enough to crush metal. Your new form stands around 7 feet tall and is a mix between your chosen animal and your “human” form. The new hybrid form is always humanoid and closely resembles your chosen animal. While transformed on a full moon your strength and physical stats are doubled yet again at the cost of being much more aggressive than normal. You also have a loose control over any animals that share the same species as your hybrid form. While not willing to kill themselves under your orders, any animal sharing your species will see you as their leader or “alpha” and will follow most of your orders to the best of their ability.

Vampire (any level of elemental manipulation (blood) x any level super speed x regeneration)
You are now one with the night. No matter your choice of race you are now half vampire. First, And foremost, this makes you on par with the pinnacle of your race. While a Saiyan won't be equal to the freakish heights of broly, Goku, or Vegeta; they would be on par with the likes of king Vegeta. A Viltrumite would be equal to the likes of Nolan or Mark. Since you are also a half vampire you are able to walk in the sun with no adverse effects. You are able to manipulate any blood exposed to the air and can nearly instantly drain all the blood from anyone you bite or dig your new razor sharp claws into. The powers granted from the required powers are also boosted by 1.5 times.

Inner Monster (symbiote x hulk package x ogre mask)
There is a monster inside of you and all it wants is to devour and destroy. The various minds and beings from the required powers and items are now merged into one consciousness. This new being wants nothing more than to keep you safe by destroying anyone or anything that would cause you harm. At will you can allow the monster to take over your physical form, granting you a massive boost in power. While transformed, you gain access to a healing factor on par with comic book carnage and hulk combined, the ability to grow stronger the longer you are actively in combat, and speed enough to keep up with most speedsters in the MCU in even barely. This transformation can take on any form of your choice (that you decide now) but will always be humanoid , around 7’6” up to 8”, have some sort of mask, and the body’s “skin” is made up of a black (or red), murky and ever moving substance. If you give into the monster entirely your physical stats are increased by another 1.5 times but you will lose all control of your actions. The monster, while destructive, is ever loyal to you and will relinquish control whenever you ask. Your strength is limitless and as long as you are actively in combat you will continue to grow in strength and speed. Once no longer in danger you will begin to regress to your normal level of strength while transformed. The new being that dwells within you has a personality of your choice but will always lean towards destroying. It can “transform” you even in response to danger if you allow or will automatically do so and take over if you would be killed or are rendered unconscious.

Greater Destroyer (Symbiote x Hulk Package x Spirit of Vengeance)
Like the above combo, all of the various consciousnesses from the required powers are merged into one. Unlike the above option, this new being is less of a guard dog and more of an attack dog. You can allow this new monster to take over and can assign

certain people or beings as your enemies. After taking over your inner demon will do anything it can to destroy anyone you have deemed fit for destruction and anyone who tries to stop it. It will always prioritize your targets, so you don't need to worry about it getting off track and just wreaking havoc. At your command or after killing your targets fully it will transform back and relinquish control. This new creature has strength on par with the world breaker hulk, the ability to damage any being (whether spiritual, physical, magical, or divine), damage it causes cannot be healed, the wounds are constantly burning with hellfire, and can grow stronger the more damage it takes. It is also functionally immortal, instantly healing from any wound not caused by divine weapon or power. Should you be killed or rendered unconscious the monster will take over and immediately target the one who did so to you. In the case of your death the monster can resurrect you after it takes the life of the one(s) who killed you and will try to do so relentlessly until it accomplishes its goal or dies. If the monster is unable to revive before the end of your chain that will count as a chain failure.

Elemental Beast (Hulk Package x Greater Elemental manipulation)
Your elemental abilities have merged with your inner “hulk”. The combination of these two powers has created a powerful inner beast. This new beast can manifest itself in your mind and can take on any form you would like. The raw power from the hulk has now bled over to your elemental abilities. The total output of your elemental power has nearly doubled. You are able to easily decimate entire mountains with your raw power. You can also increase your physical stats by shrouding yourself in a “cloak” composed of your element. This can be done by covering a portion of your body or encasing you completely. You can also temporarily sacrifice your finer control of your element to summon a visage of your inner beast. It will stand around 40’ tall and have three times the raw power as you. It can fire concentrated blasts of your element but otherwise is primarily summoned for its raw destructive power.

Cloner (Duplication x Mimicry x Telepathy x Shapeshifting)
You now have the ability to not only duplicate yourself, but also create duplicates of other humanoid beings. The condition to do this is that you can only create duplicates of people you have seen in person and these clones only last for about 30 minutes. Your duplicates are perfect in every way, from the appearance, to the powers, to their personality, diet, habits, weaknesses, etc. The only difference is that your duplicates are entirely loyal to you and will do anything you order them to even as far as killing themselves. Your clones do not copy items so any powers reliant on an item will not be copied. You can summon up to five “clones” at a time and one “usage” gets restored every hour. After you have seen some at least once you are able to create a duplicate of them whenever you like.

The Flow (Magic Eyes x Minor Super Intelligence x Major Supernatural Combat)
You are able to enter a mind state that places you at the peak of fighters in this universe. Your focus and instincts border on precognition, able to easily predict the movement of hundreds of fighters at a time with ease. This power manifests as your eyes glowing slightly with trails of energy flowing from your pupils. A normal human with this power would be able to take on 10 super soldiers in unarmed combat with ease. Your mind is able to take in information at speeds comparable to quicksilver and have your body react to threats and scenarios before they even happen. This can be applied to competitive sports to strategic games as well.

Master of the Elements (Major Elemental manipulation x4 (Fire, Water, Earth, Air))
Your control over the elements has been greatly increased. Your raw power allows you to destroy entire mountain ranges with ease. Your control of the elements extends beyond
Your base four. You can also control and create the sub elements of the main four as if you chose them as your major element (Sand, glass, metal, ice, steam, electricity, lava, sound, and blood). You can also transmute miles of matter into your chosen elements at a much faster rate than before, the speed of transmutation being as quick as creating it without consuming your energy.

Twilight Master (Major Elemental manipulation X2 (Light and Darkness))
By choosing to balance your elements, you have also balanced your power, body, soul, and mind. Each of the above categories has now become perfectly balanced, with any weaker traits growing to match the strongest. An example being your strength growing to match your speed and your wisdom growing to match your intelligence. If you could destroy an entire city with your strength alone in a single blow you would become fast enough to cross that same distance instantly. If your flames are capable of destroying an entire city then your energy attacks would grow to match that power. Weaker powers grow to match the strongest you possess, physical stats all grow to match the highest, intelligence, wisdom, perception, and insight all become equal. Even your soul has become truly balanced; you are considered both evil and good to anyone or anything that is able to divine your alignment. You can access power stemming from both hatred and kindness simultaneously with no issue. You can also see the light and darkness within others, knowing if they are evil to their core or if there is a shining core clouded by darkness. This equalization works within the four categories, meaning having super strength enough to destroy mountains does not increase your intelligence or fire manipulation, being able to burn souls does not allow you to run fast enough to go back

in time. Your powers, physical stats, mental stats, and soul are all separately balanced to be equal to your strongest trait in that category.

Child of Gaia (Master of the Elements x major Nature Manipulation)
You are a child of the earth, of Mother Gia. As a child of Gia your very being is entwined with the planet. Your control over the elements has been extended and empowered. You are now able to control all of the natural elements along with wood as if they were your choice for greater elemental manipulation. Your raw power over the elements is enough that you could destroy an entire planet with an average amount of effort. You can create constructs able to take hits from planet busters that are the size of a moon with ease. Your very life is tied to the planet, you are unable to be killed as long as the earth is still intact. Even being atomized entirely would have little effect on your life, with you being able to simply rematerialize a new body for yourself. Likewise, once per Jump or every ten years you are able to use all your strength to create an entirely new planet and tie your life to it. This is an exhausting endeavor that will leave you in a coma for 1 month as you draw energy from your newly formed planet. Both plant life and animal life bow to your whim. You could cover an entirely baren and inhabitable country in lush plant life in an instant. Creating new plant life or mutating new vegetation altogether is within your power. All animals (outside of creatures with an intelligence matching or surpassing humanity) are completely loyal to you and would be willing to die in an instant to save or protect you. You can even mutate animal life into a slightly more monstrous form while increasing their strength and speed at a loss of intellect. You are also able to purge and undo harmful effects on the environment such as creating plants that absorb and destroy radiation or repairing the ozone layer from greenhouse gasses. Your ability to repair the planet is enough that you could even terraform other inhospitable planets to be able to maintain life. Even the elements themselves take on a form of low level sentience, acting independently to protect and care for you. You are also able to talk to your true mother any time you wish, simply desiring for her to appear. While this will only be a vessel your mother possessed the same elemental abilities as you and would fight to her last breath to protect her child. As a last ditch effort you can also morph the planet you are tied to into a humanoid form for combat, its power able to easily destroy planets.

Companions

Import (100/800) You are able to import one of your companions with 1000cp to spend on a race, items, perks, and powers. For 800cp you can import as many companions as you like.

Canon Companion (100) For 100cp you are able to bring any Canon character from this jump with you onto your future endeavors. You will only need to convince them to join you in your time here.

Invading Partner (100/ Free invader) This individual is your partner in invasion. He gains 1000cp to spend on a race, perks, powers, and items; although he cannot be human or mutant. You two trained together since you were a kid and you two have grown very close whether as master and student or equals. He is normally stoic but gets very fired up in the heat of battle. He has a knack for destruction. The only thing he enjoys more is eating, drinking, and fighting strong opponents. While he may have helped you conquer planets in the name of a greater leader, his loyalty is with you. He would betray your leader in a heartbeat if that is what you wanted. His appearance is up to your design based on his chosen race, but he will always be on the taller end for his race, rather muscular, and have great facial hair if applicable. He cannot take drawbacks.

Troubled Hero (100/Free Avenger) This young upstart grew up in a troubled home and has decided to take that negative upbringing and channel it into something positive. She grew up with a sick father and abusive mother. She worked instead of going to school to try to afford medicine. Her father died after her mother stole her hard earned money to overdose on drugs. Suddenly left with no family she was gifted her powers whether through an accident, latent genes, or experimentation. She tried her best to be a hero and was semi successful until she ran into you. You became a sort of mentor for her despite your age and have grown incredibly close. She is entirely loyal to you but will always have a penchant for heroics and saving the innocent. Whether it becomes a killing anti-hero or a symbol of peace depends on you. Her appearance is up to you depending on her chosen race.

Bonds

Bonds are special connections that you have made prior to the start of your jump. If a bond has a prerequisite, you must have taken the corresponding perks, items, origins, race, and/or drawbacks to choose that bond. You are free to take as many bonds as you are eligible for. You are free to form a relationship with any of the below characters without taking the bond, you will simply need to do the legwork yourself.



Wanda and Pietro Maximoff - (Restriction:Great Liberator Perk)
You were captured and imprisoned at the same Facility as the twins. Noticing the extreme and often harsh experiments they were put through, you became their guardian. You often took blame for their outbursts or slip ups and stood up from them when the scientists tried to take it too far. You became their beacon in the darkness. When the avengers raided the base you helped keep the twins hidden. Your bond grew to the point that you were seen as a part of their twisted family. You became the de facto leader of the trio and the twins trusted your judgement without question (mostly). They would sacrifice themselves in a second to save you and you for them. It would not take much to take your bond to the next step with either or both of them, should you wish.



Tony Stark - (Restriction: Avenger Background & Supersoldier (any level))
You were the one to save Tony from his imprisonment in Afghanistan. After building the suit and escaping the cave, Tony was quickly found by his captors and was about to be killed when you arrived. You saved him and escorted him back home. After saving his life, you two became fast friends, bonding over your shared trauma. You supported him in his transition from Playboy arms dealer to Public hero. You became one of the only people who knew his secret and that he could confide in. Over time, the bond between you two became stronger than even his future bond with Cap or Peter.



Bruce Banner - (Restriction: Major Super Intelligence)
You went to school with Betty and Bruce, becoming fast friends during your senior year. You helped Bruce with the construction of what would become the gamma bomb. After his initial exposure you were right beside him when the government turned on him. While not being able to follow him into hiding, you two were always able to stay in contact one way or the other. You became his closest confidant and were able to talk him out of his depressive states on more than one occasion. When he eventually returned to the states you were the first person he came to see. Despite knowing the origins of the hulk, you two also grew very close. You were the only person who was able to accept him and understand that he wasn't just a monster tormenting Bruce, but a being with a will and feelings of his own. You were able to talk Bruce out of trying to “cure” himself and instead look for other solutions. Both Bruce and the hulk trust you entirely, with each of them fearing losing you above any form of torture of punishment the government could ever dream of putting them through.



Steve Rogers and Bucky Barnes - (Restriction: Avenger Background and Super soldier (any level))

The three of you grew up and joined the military together, with you and Bucky entering first. You and Bucky were quickly scouted as being some of the most talented soldiers the military has ever seen. When you two heard that Steve was finally accepted you all but cried tears of pure joy. You were by Steve's side when he was given the super soldier serum and was his loudest supporter when the military refused to let him help in the war efforts. When he eventually was allowed to fight you were right there by His and Bucky's side. You were eventually captured alongside Bucky and turned into a super soldier as well. You, however, were able to escape from their control after being out on ice for countless years. Upon waking in the modern world you quickly escaped and were eventually found by S.H.I.E.L.D. When you found out that Steve had somehow also survived you were the first to be there when he was pulled out of the ice. After finding that Bucky has also survived you vowed to save him and return to how it used to be. After the events of Civil war the Three of you became inseparable, each of you being willing to die for the others. Either men would consider themselves lucky to stay by your side until the end of time.



Natasha and Yalena Romanov - (Restriction: THE AVENGER perk)
Your family was extremely wealthy and influential in the darker networks of the world. You were there when Natasha and Yalena were brought into the red room, your family was extremely interested in the room's actions. One night you snuck into the sleeping chambers and I produced yourself. This was the first meeting that led to an unbreakable bond between you three. You being the goofy and bright pillar in their otherwise hellish lives. While they were learning to be ruthless and skilled, you kept their souls light and joyous. You were also the one who secretly informed S.H.I.E.L.D. about Natasha and helped in her rescue, although they were unable to do the same for Yelana. You two eventually lost contact when someone higher up turned on your family, with Natasha arriving in secret to save your life. You and Natasha grew increasingly close to one another, often being mocked by others as an old married couple (never to your faces). You two vowed to save Yalena no matter the costs, to bring her back to you two and become a proper family (in whatever form you could).



Dr Strange - (Restriction: Greater magic)

You met Stephen when he first arrived at Kamar-Taj. At first you thought he was an ignorant egoist who looked down on magic. Being a new student yourself, you were often paired together for practice. Over time your relationship grew, with you two often practicing in the dead of night and you helping him overcome his injury. You were there to witness and support his growth into the man that would eventually become the sorcerer supreme, although you vowed to beat him to it. By the time you were both fully realized mages your bond has grown into something new. There was a mutual respect and admiration for what you both had accomplished and how far you had come.



Thor Odinson and Loki - (Restriction: Godly Power)

You were raised alongside the divine brothers, with you often acting as the mediator. You were able to lessen Thor's loud and boastful personality and help raise the confidence and joy in Loki's heart. While your bond was not enough to stop the brothers from growing apart and Loki's eventual betrayal of a guard, your relationship to the two never waived. You became the shield brother needed to watch over Thor and the family that Loki always felt he lacked. You were the only person in which Thor felt he could be vulnerable with and share his doubts and fears. You were the only true Family Loki felt he had (outside of his mother). No matter which side you followed closer, the other brother would always be willing to welcome you with open arms and would be nearly unable to cause you harm. Despite you growing up together, both brothers would be willing for you to become someone that would stand by their side till death do you part.

Drawbacks

There is no limit on the amount of cp you may gain from drawbacks.

Missing limb (+100cp)
One of your limbs has been permanently removed. This limb cannot be regrown or replaced in any way (including magical or scientific) You may pick this a total of four times (both arms and legs).

Extended Stay (+100cp)
Each time you take this your time here gets extended by another decade.

Missing sense (+100cp)
One of your senses has been completely removed. This sense cannot be recovered or replaced in any way (including magical or scientific). You may pick this a total of 5 times (Sight, Touch, Hearing, Smell, Taste).

Hated (+200cp)
People just tend to hate you. Anyone you meet for the first time will start off with an extremely negative view of you. This can be overcome with a great deal of effort and patience on your end, but it will make forming meaningful relationships very difficult.

Emotional Powers (+200cp)
Your powers are now directly linked to your emotions. Feeling any emotion too strongly will cause your powers to flare up, acting in unpredictable ways and being much harder to control. The stronger your emotions , the harder your powers become to control.

Itemless (+400cp)
All of your out-of-jump items and warehouse are now locked away. The only items available to you are the ones purchased and acquired in this jump.

Perkless (+400cp)
All of your out-of-jump powers, perks, and abilities are now locked. You will be stripped down to your body mod and the powers and perks chosen in this jump.

Companionless (+400cp)
Your out-of-jump companions cannot be imported in this jump.

Bound to a God/Goddess(+600cp)
Your powers and abilities are now directly linked to a divine being. While this god will allow you to do as you please for the most part, you will have to carry out their will from time to time. This will often put you at odds with those you are close to. Their tasks can range from killing a complete stranger, to stealing from your friends, to betraying the group you are aligned with. If you refuse to carry out these tasks you will be stripped of all of your powers, perks, and abilities until your god deems fit to give you a chance to complete a new task or to complete the previously given task. This god is also very arrogant and when you do communicate, they will often belittle and demean you. You are unable to harm this god in any way whether directly or indirectly and you are physically, mentally, and spiritually unable to communicate your connection to this god or their existence in any way.

Split Personality (+600cp)
Like a certain Moon themed hero, you are now in possession of at least three additional personalities. Each of these personalities have a will and life of their own and will constantly fight for control over your shared body. No power, item, perk, or other ability will be able to remove or weaken their power as all of those also now belong to them just as much as they belong to you. You will randomly lose control of your body and wake up with no memory of what happened.

Jumper from Universe 616 (+800cp)
This version of you is an exact copy who originates from the 616 universe (otherwise known as the main comic universe). This version possesses all of the same powers, allies, items, and perks as you do. They have the opposite alignment as you and believe their goals will never be accomplished as long as you live. If you are an invader they are a hero and vice versa. They know all of your powers and abilities and even if you want to live as a civilian they will hunt you down. You will be unable to kill this version of you until the last of your ten years here. You must then fight and defeat this version of you to truly be free from this threat.

Infinity Beasts (+800cp)
The infinity stones are more than just inanimate objects with this drawback. They are now living beings that take on the form of massive beasts with a mind of their own. Any infinity stones purchased as well as those found naturally within the Jump are now creatures with the power to easily destroy planets and must be defeated before reverting to their original stone form. These beasts cannot be controlled or manipulated in any form and must be defeated through combat to harness any part of

their power. The stones themselves are also much more dangerous, immediately killing any host who touches them unprotected. The beasts retain all of the powers and abilities that the stones themselves possess.

Viltrumite Invasion (+1000cp)
Instead of just sending two Viltrumites, the Viltrumite empire will send their entire invasion force to earth. Even the average soldier will be strong enough to combat the more powerful MCU characters early on in the series. Earth will very quickly be either conquered or destroyed without your help. You must rally the heroes to defend earth as best you can. No matter how many soldiers you kill, they will always be able to refill their ranks whether through forced breeding or scientific reanimation. Their invasion of earth will not halt until their leader Thragg has been found and killed. Thragg's power has been boosted and is now on par with Thanos after obtaining 3 of the six infinity stones. They believe you to be a major obstacle in their plans for destruction and domination and will constantly hunt you down even if you were to leave earth. They will continue to pillage and destroy any world you might be able to escape to until you are dead.

Mega Death star (+1000cp)
The Empire has secretly been training young Force Sensitive kids into sith killing machines. The death star has suddenly appeared in Earth's orbit and threatens to destroy the entire planet. The only thing stopping them from simply destroying the planet is their search for the infinity stones. Hundreds of skilled sith and hundreds of thousands of clones have invaded the planet in search of the stones. Once they have found all of the stones on earth the planet will be destroyed. If you plan to survive you must find a way to destroy the death star and hold off their search. No matter your efforts a large portion of the population is sure to be killed and many cities and even nations will be reduced to rubble. The sith leader and their main apprentice are now on par with Thanos after obtaining 1 of the six infinity stones. They believe you to be a major obstacle in their plans for destruction and domination and will constantly hunt you down even if you were to leave earth. They will continue to pillage and destroy any world you might be able to escape to until you are dead.

Monster Invasion (+1000cp)
Normally the monsters found in the Ranger series only send one, maybe two, monsters at a time to cause havoc and accomplish their goals. Now, however, the monster leader will unleash all of the monsters at their disposal to destroy earth. These monsters will all be on par with the mid level threats of the MCU if not greater (think characters like Dr. Strange or the red hulk). Without your help the entire planet will be rendered a

lifeless rock within a year. Their invasion will continue with any monster slay being grown into gigantic versions of themselves or revived later to continue their fight. The only way to stop this destruction is to find their leader and kill them. Their leader is now on par with Thanos after obtaining 3 of the six infinity stones. They believe you to be a major obstacle in their plans for destruction and domination and will constantly hunt you down even if you were to leave earth. They will continue to pillage and destroy any world you might be able to escape to until you are dead.

Kaiju Uprising (+1000cp)
As if things couldn't get even more chaotic, now the Godzilla universe is also part of this mix. Godzilla actively roams this planet and semi-constantly battles Kaiju and otherworldly threats from its universe… with lots of potential for friendly fire. This version of Godzilla and his foes have been slightly amped up, with Godzilla itself is slightly stronger than a 4 stone Thanos, any of its major adversaries will also usually range between a 2 stone and a 3 stone Thanos. This version of Godzilla along with any other appearing Kaiju CANNOT be reasoned with, befriended, or controlled. It will cause mass destruction of various cities and should you try to stop it, it will attack you.

Freeze Force Invasion (+2000cp)
Frieza has arrived on earth and has brought his entire legion. Each of his fighters is on par with some of the strongest Viltrumites. The main threats however, are Frieza himself along with his right hand men Dadoria and Zarbon as well as his Ginyu Force. Frieza is able to easily destroy the planet and is equal in power to Thanos while he possesses 5 of the Six infinity stones. Zarbon and Dadoria are equal to a 3 stone Thanos. All five members of Frieza's Ginyu Force are individually just a bit weaker than a 4 stone Thanos (except the Captain who is at a 4 stone level). Their invasion will be endless until they find all of the infinity stones found on earth and kill you. They believe you to be a major obstacle in their plans for destruction and domination and will constantly hunt you down even if you were to leave earth. They will continue to pillage and destroy any world you might be able to escape to until you are dead.

Ending

And once again your journey to this world comes to an end. Did you enjoy yourself? I hope you accomplished what you set out to do. And now, just as always, you are faced with your choice.

Continue on to your next adventure, stay in this world with all of the new friends and family you have forged, or end your journey and return to your original life.

I hope you will be satisfied with your choice and I will expect to see you again soon.

Notes

- You can acquire any of the combo powers in jump through your own efforts. THe same can be said for the relationship[s offered through the bonds. These two categories offer a way to start the jump with these added benefits. If you are not a fan of these then are you always free to ignore them.
- Most of the events of the MCU will play out similarly to the original MCU, Tony will still create Ultron, Thanos will still invade, There will still be a civil war. In this Universe, there will just be added participants, more threats, and potentially alternative outcomes/motivators for certain events.
- For the elemental powers, “classic elements can include fire, water, earth, air, electricity, light, and darkness; as well as sub elements such as sand, glass, iron, ice, steam, smoke, and other comparable elements. It CANNOT be exotic or esoteric elements like radiation, nuclear, stars, gravity, magnetism, or other comparable elements or forces.
- If you chose time as your domain for example you could blast waves of time that instantly age those hit or if you chose space you could fire beams that erase anything they touch. You CANNOT however, travel through time or see the future for example with time or teleport yourself or others with space. The purpose of this power is power and attacks not fine tuned creature uses. Thor and Hela being the examples to not really do anything on the level of major elemental manipulation in the movies. This is an MCU jump, they might have done things like that in the comics but so far to my knowledge only use their domains for fighting in the movies.
- Mandarin rings: While the comic versions were designed to fit specific fingers you may freely choose which finger each ring is meant to be worn on. 1: The ability to manipulate heat and conjure and control flames 2: The ability to manipulate the cold and conjure and control Ice 3: The ability to conjure and control electricity 4: The ability to manipulate the air. 5: The ability to control the kinds of 1-2 individuals. Can be overpowered with a strong will or outside interference 6: The ability to cause shockwaves and explosions on par with 300 pounds of TNT 7: The ability to fire a ray that disintegrates the atoms of anything hit 8: The ability to project a field of darkness that absorbs any form of light inside 9: The ability to conjure a various forms energy found in the electromagnetic spectrum 10: The ability to slightly manipulate matter. Primary uses being to change the state of matter. Cannot transmit or create matter. Elemental abilities on par with minor Elemental manipulation.
- Each infinity stone can only be used for one combo, meaning one purchase of an infinity stone can not be used for the infinity saber, infinity suit, and the infinity

ranger. If you want all three you would need to purchase three different infinity stones.

- Each invading force will send one to two Invaders at a time. If they lose contact another one to two will be dispatched.
- By default characters from the invading universes DO NOT exist in this jump. Or rather they live on their own planets far far away from the earth the MCU takes place on. Characters like Omniman, Goku, Vegeta, Atom Eve, etc would not appear during your stay here. If you would like to fanwank that is always up to you!
- The version of Frieza in the jump is the pre-destruction of planet Vegeta Frieza and as such he is about as strong as he is in the Planet Namek saga.