She-Hulk & Ms. Marvel: A Jumpchain Adventure

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Welcome back to the Marvel Cinematic Universe! Some seriously world-changing events have happened since you last visited. Loki, Doctor Strange, and several of the other big heroes have been opening up the multiverse, making this world even stranger and more fantastic. Superpowers and superpeople are becoming an accepted part of everyday life, and whether you're a teenager from New Jersey or a successful lawyer in Los Angeles, every day seems to trade more ordinary for extraordinary.

This jump takes place in 2025, during the events of *Ms. Marvel*, *She-Hulk: Attorney at Law,* and the *Guardians of the Galaxy Holiday Special.* Though you have some flexibility in choosing your start time, your Jump must begin sometime around the events of these series. Once you begin, you will spend a full decade in this incredible world, barring any surprise catastrophes or Avengers-level events. Take these points, Jumper. You're going to need to be a little something special around these parts.

+1000cp

Background

Choose your Background to determine your starting point, discounts, and other extras.

Drop-In: Stranger things have happened than random travelers falling out of the blue. You're a brand new addition to this world, Jumper. You've got no friends or enemies, no extra memories; you're just a blank slate. Your stay here will be what you make it!

Civilian: You're someone never seen before, an average joe in the MCU! The stories may not mention you much, but that doesn't mean people like you don't keep the world spinning as much as heroes like the Avengers do. *Other* people get powers.You contribute in your own way

Lawyer: You're the back-half of the justice system, taking over after all of the cops and capes have gone home for the day. Whether you're forging out on your own or are employed by a larger firm, you have the schooling and degree to practice law. You might not be as flashy as a superhero, but people will call you more often than them when justice is concerned.

Teenager: Why are you picking your career already, you've got your whole life ahead of you! Whether you're a wiz-kid who got accepted to college early or are working your way through high school, you've still got some growing up to do. That doesn't mean you can't change the world, only that the challenges and expectations you face will be different.

DODC: Originally founded with Tony Stark's help to clean up after the Battle of New York, the Department of Damage Control has evolved into one of the many clandestine government agencies that watch for superhuman threats. Their job? To detain, prosecute, and imprison super powered individuals who may pose a threat. Though several agents have used the agency's exponential growth to push their own agendas, there are those who do uphold the mission of protecting ordinary citizens. Which will you be?

Criminal: Some people can't play by the rules. Whether you're an active lawbreaker, a reformed wrongdoer, or a loveable scoundrel like those galactic guardians, your way of doing things tends to clash with law-abiding citizens. Better not get caught!

Age & Gender

Anyone can be a hero in this day and age. You may choose your age and gender freely. Alternatively, you can roll for your age and gender for an extra **+50cp each.** For gender, **roll 1d4**; 1-2 for female, 3-4 for male. For age, your rolling range will depend on your Background. Civilians, Lawyers, DODC & Criminals **roll 3d8+18**, Teenagers **roll 1d8+11**, and Drop-Ins **roll 4d10** for a little extra chaos.

Location

Roll 1d8 to determine your starting location.

1. **Ideal Sports Bar:** Yes it's actually called that. This sports bar on the outskirts of Los Angeles may not look like much, but the game is on and the food is pretty good! Better still, Jen Walters will soon arrive after the start of her own story. What will you make of your chance encounter?

2. **Santa Monica Beach:** Well there are worse places to start! This beautiful beach is one of the most popular in Los Angeles, offering scenic sunsets and easy access to many of LA's most notable attractions. Stark Industries HQ and Tony's old house are up the road in Malibu, and even Jen Walters' apartment is only a short drive away.

3. **GLK&H:** Goodman, Leiber, Kurtzberg, & Holliway is one of the oldest law firms in the US. Though you find yourself in front of their LA headquarters, they have offices as far away as New York. Maybe you're a new hire, or maybe you've come to see the first law firm in the country catering to superhumans. Either way, you'll find plenty of lawyers here. Careful, they charge by the hour.

4. **Mexico:** How'd you get here? Tucked away on this private island is Dr. Bruce Banner's private abode. Go poking around and you'll find a peaceful beach house, a state-of-the-art laboratory, and miles of secluded wilderness. A long drive can still get you back to civilization, but if you're looking for a quiet place to do some introspection, there's nowhere better.

5. **Jersey City:** For a city only five miles away from Manhattan, it's amazing how little happens around here. The busiest landmark around these parts is the Circle Q convenience store, though there are some rumblings that a brand new hero may be making her debut soon.

6. **Karachi:** Welcome to Pakistan. Though the country itself isn't old, this land has been home to the strange and fantastic for hundreds of years. From mysterious Djinn walking among the common folk to the secret organizations founded to guard humanity against the supernatural, you'll find plenty of mystery here if you look hard enough.

7. **DODC Detention Center:** You must have done something serious to end up here. This federal prison is where the Department of Damage Control sticks their most heinous and dangerous inmates, from Abomination to new and unknown threats. Whether you're incarcerated here or are just visiting, expect to be watched closely for your entire stay.

8. **Free Choice:** Fate has smiled on you! You may choose any location, on Earth or beyond, as your starting point. Whether you ride this ticket to Brooklyn or all the way to Knowhere, you have a universe of possibilities at your fingertips.

Perks

Perks that match your Background may be purchased at half-price. You receive your Background's 100cp perk for free.

General Perks

[Free] Pull Your Punches: New and unfamiliar powers can easily kill, and Hulk-level strength is way more dangerous than this light-hearted comedy might suggest. Thankfully, you have a built-in limiter to prevent your powers from unintentionally killing your opponents. Even if you have the strength to throw a boulder into space you can avoid a bodycount with a little effort. *See Notes section for details.*

[50cp] Upscaling: While being a superhero has its perks, it can also be pretty inconvenient at times. Thankfully, Bruce Banner has given you the inside scoop on how to adapt your life to your powers. You may now automatically resize and reinforce your personal property, from clothes and furniture to even cars and houses, to accommodate any dramatic changes to your body or its abilities. This won't bestow supernatural durability or exotic functions to your belongings, but you won't have to worry about destroying your shirt or crushing your bed under your new hulk weight.

[100cp] America's Ass: Damn, Jumper, were you poured into those jeans? You look good enough to turn heads, even in a world of superheroes! Whether you're filling out the spandex that so many heroes prefer or modeling the latest fashions for your social media followers, you look glamorous no matter what life throws at you.

[150cp] Different In A Better Way: Look, it's not nice to draw comparisons, but you're built differently. Where others struggle with their powers, you learn at a rapid pace. You could learn the basics of your new abilities in under a week and fully master your powers in less than a year. More complex powers may take longer, but many will still be jealous of your sudden skill.

[400cp] Fourth Wall Breaker: It seems you saw behind a curtain you weren't supposed to know existed. Like a precious few beings, you can now pierce the confines of your story and speak directly to those outside the narrative. Who these beings are, from multiversal spectators to a live television audience, is up to you, though only the most powerful individuals of your setting will notice when you disrupt this barrier.

Now, speaking through the fourth wall is a cute gag, but the real power comes when you *break* it. Once a jump, you may briefly escape the cage of your story and plead your case to the ones in charge. Whether the beings you confront are gods, writers, or your very own Benefactor, you can use them to influence your story. You can alter something as widespread as the tone of the world or the focus of the narrative, or something as specific as the presence of certain characters or the way a specific conflict is resolved. Choose your alterations carefully, Jumper. Small changes can have huge effects.

Drop in Perks

[100cp] Cheap Human Tricks: Despite living in a world with real, honest-to-goodness magic, you'd be surprised how entertaining a stage magician can be. Like many of the great illusionists, you are an expert in sleight-of-hand, misdirection, and showmanship. You also have an in-depth knowledge of stage magic, letting you perform classic stage magic routines and even script your own tricks. With your talent and skill, you could be ten times the magician that Donny Blaze was.

[200] Drip Broker: It seems there's a new challenger in the super-fashion game. You are a visionary designer, capable of crafting clothing that is both fashionable and functional for almost any client. Want to design a hero costume that pays tribute to a heroine's culture? Easy as pie. Does a shapechanger client need a groundbreaking gala dress? You could do it in a weekend. From design and fabrication to final tailoring, no one can meet the fashion needs of this extraordinary world like you.

[400cp] Where'd You Go?: Sometimes you want to be selective in how you interact with worlds like these. I mean, Thanos snapped half of all living beings out of existence in 2018 and they only returned two years ago! Even smaller threats like superpowered bank robbers and overzealous cops can leave your car wrecked, your home destroyed, or worse. Thankfully, all that strife seems to glide off you. Collateral damage will be minimized against the people and things you care about, villains will take some other bystander as a hostage, and the heroes will go to another friend for help with their problems. Even ordinary inhabitants and authorities pay less attention to you, just so long as you don't do anything flashy. This effect can be toggled off, in case you *do* want someone important to notice you or remember your name.

[600cp] Red Dagger: How can a bunch of normal humans keep up with a family of supervillains? By training like their world depends on it. You have been taught by a secret society to have all the skills necessary to combat supernatural threats. As an expert martial artist and acrobat, you can hold your own even against Noor-empowered Djinn and other minor supernatural beings. From blind fighting to back-alley sneaking, you have the skills to hold your own in a world of superheroes. You're also pretty good at running similar secret organizations. With the right resources and recruits, you could found a group that could endure for hundreds of years.

Civilian Perks

[100cp] Musician: Get your groove on! You've got a talent for music, from writing songs to stage performances. You've already mastered three musical instruments of your choice, and can easily learn new ones with a little dedicated practice. You may start out performing at weddings and nightclubs, but you could launch a serious career if you set your mind to it.

[200cp] Madisynn: Like a certain fan-favorite character, you are an absolute blast to party with. You're hard to hate, and can find ways to make sure everyone enjoys themselves no matter the festivities. Additionally, you are immune to the negative effects of drugs or alcohol, and may selectively choose which positive effects to experience when you partake. Finally, you are an absolute monster on the dance floor. From tasteful twerking to ballroom duets, your grace and coordination could make you the center of attention at any shindig.

[400cp] Anchor: The life of a super is hard, stressful, and tumultuous. Many of the greats would have never made it this far without people like you in their lives. Whether you're a best friend, a loving dad, or a wise imam, you have the emotional insight to give the people in your life exactly what they need, no matter how they try to hide their burdens. Of course, this insight and maturity also gives you fantastic people skills. From assuaging eight angry ex-spouses to manipulating trolls into exposing themselves, your way with people is almost as powerful as any superpower.

[600] Nakia: Many see a broken system and accept its flaws. It takes someone special to change it for the better. From your political savvy to your willpower, you have the potential to be a truly remarkable leader in your community. What's more, people you engage with will more often embrace your goals and spirit, turning your grassroots platform into a real movement. Even the most entrenched beliefs and archaic mindsets can be changed if you rally people behind a better alternative. Be the change you want to see, Jumper.

Lawyer Perks

[100cp] Emotional Control: Keeping calm isn't just a job skill, it's your way of life. You know how to check your emotions and keep a cool head in tense or dangerous situations. You can react quickly to unexpected events, whether you're being ambushed in a courtroom or in a dark alley.

[200cp] Work-Life Balance: How'd you get through law school with your social life intact? By managing your time very carefully. With exceptional planning and organizational skills, you excel at balancing your professional and personal lives. You breeze through Paperwork with remarkable efficiency, giving you plenty of time to party with friends or patrol rooftops as a vigilante. There's even some room for romance, if you were so inclined.

[400cp] Ace Attorney: You're not just any lawyer, you're a rising star. Like Jen Walters or Matt Murdock, you are one of the most skilled lawyers of your generation. From maneuvering witnesses into legal corners to tricking them into revealing information you want, you know your way around a courtroom the way a conductor knows their way around an orchestra. This perk also gives you a fantastic knowledge of your local legal codes. With skills like yours, you can get *really* creative with your hourly rates!

[600] Accountability: The law can be a beautiful thing at times, but it is far from perfect. Maybe this perk can help fill in the cracks. When you take action in a conflict or to address a problem, you can ensure that the guilty parties will be held accountable for their actions. Elusive criminals and dastardly villains alike will find fewer loopholes and legal escape routes, instead being forced to face the consequences of their deeds. This doesn't stop the original crime from being committed, but it does guarantee that those you confront will eventually face justice as defined by the law. If you want more than that, you'll have to take matters into your own hands.

Teenager Perks

[100cp] Sloth Baby Productions: You're an artist for the digital age! From building cosplays to editing videos to even photography and digital drawing, you're a master of multimedia artforms. Additionally, you may choose one medium where you truly excel. Learn how to market yourself and you could have a serious future in art!

[200] A Million Followers: It seems like you picked up some lessons from Zoe. You're a social media mogul! From accruing followers and making memes to predicting, riding, and even setting trends, you thrive in the online ecosystem. You can even do some good, leveraging your platform and audience to raise awareness for your chosen causes. Be sure to use your power for good!

[400] Community: No one is an island. Sometimes even superheroes need a helping hand from the neighborhood. With this perk active, you'll find that your community is much more supportive, offering everything from encouraging words to more material help. They won't follow you into battle, but they'll stand by your side when the cops come looking or dust you off in a roadside bathroom. Start helping out around here and their support for you will only grow.

[600] Bruno: You're quite bright for your age! You may not be a Banner or Stark just yet, but given time and a college education you may well be. You learn new skills at triple the speed of your peers, and your academic excellence could win you admittance to top-tier college programs as a *sixteen-year-old*. This perk also helps smooth over age restrictions as you blaze ahead. Want to be the world's youngest doctor or a teenage genius amongst undergraduates? People will accept your presence as long as you prove you can keep up. Just make sure to enjoy your childhood while you can.

DODC Perks

[100cp] Procedure: If you're going to be a good cop, you have to understand the rules. By taking this perk you gain a thorough knowledge of law enforcement procedures. From acquiring warrants and navigating suspect rights to processing arrests, you have the experience and skill of the finest officer of the law. This perk also grants a basic level of tactical training and weapons skills, but nothing too exciting. In future worlds, your knowledge of law enforcement will be updated to include local cultures and practices.

[200cp] Investigator: You're not just a beat cop, you're a detective, and a federal agent at that. You have to solve crimes in a world with shape shifters, aliens, and literal magic, and somehow you've kept pace. Your investigative skills are impressive, but where you really shine is the interrogation room. It turns out that superpowered people are still people, and you know just how to squeeze them to get your answers. If anyone can unravel the secret identities and hidden plots of this ever-changing world, it's you.

[400cp] Threat Assessment: The world is full of potential dangers and the department has limited resources. Thankfully, you're an expert at sizing up supernatural beings and events. You can judge which superpowered people pose a real and imminent threat to the community and which are more benign. Of course, perceiving a danger isn't much use if you don't have a plan. Know that a brute with super strength will tear up the city? You can craft a capture plan that minimizes collateral damage. Heard rumors of a clan of superpowered rogues? You can layer contingencies to account for all but the most unlikely outcomes. No matter what the world throws at you, you're the Jumper with a plan.

[600cp] Authority: Everyone is afraid of another event like New York or the Snap destroying everything they know, and as such Damage Control's authority has grown exponentially as the years have passed. You now embody this power, and your ability to push legal boundaries has expanded. Know that a dangerous suspect is at large? You could conduct warrantless searches to find your mark. Saw an escaped convict take shelter in a private residence? You could order a missile strike on domestic soil to ensure the problem was dealt with. This perk also lets you call in additional support to accomplish your goals, all the way up to local military units if you can justify it (and you can justify A LOT with this perk). You'll make more friends if you smooth out any procedural wrinkles afterwards, but when you need to push the line to get the job done, you can expect less backlash than most. Don't let this power go to your head.

Criminal

[100cp] Super-Pettiness: What is your deal, Jumper? Like Titania, you have an uncanny way of weaseling into the lives of others and getting under their skin. Whether this is for legitimate revenge or some imagined slight, you can make someone's life a living hell if you put your mind to it.

[200cp] Wrecking Crew: How'd a chump like you get your hands on this? Like a certain gang of thugs, you have a knack for nicking powerful tools and gadgets from more powerful people. Need to snag a vibranium arm from a super soldier for your Secret Santa? You can probably catch him when his guard is down. Want to take your street gang to the next level? Knocking over that Asgardian construction worker will give you the tools to do so. This perk also grants you proficiency in the common criminal skills. After all, you wouldn't be able to take advantage of this perk if you didn't know how to pick a lock, crack a safe, or burgle a house. Some treasures will be beyond your capacity to steal, but as your skills grow so too will your opportunities!

[400cp] Josh: Well aren't you a duplicitous son of a bitch. You've mastered the art of pretending to be someone else, hiding your dark intentions under a charming, likable exterior. You could sneak into someone's life, get them to drop their guard, and be gone before anyone knew what you had taken. I don't know what you'll use these powers of deception for, Jumper, but it can't be good.

[600cp] Abomaste: It's hard to address super criminals when the system is built to punish instead of rehabilitate. It takes someone who has been through those trials to reach other supervillains and help them turn their lives around. Like Emil Blonsky, you have an incredible talent for reforming criminals. From guided therapy to self reflection, you can turn all but the most vile of villains into productive and healthy members of society.

Items

Perks that match your Background may be purchased at half-price. You receive your Background's 100cp item for free.

General Items:

[50cp] BULK Store Membership: You don't need to be the Incredible Hulk to get incredible savings! This card grants you membership to a wholesale store fit for a superhero. Get pallets of Cheetos or gross tons of groceries, perfectly suited to the enhanced needs of superheroes. With unbelievable discounts and locations throughout the multiverse, you'll never struggle to stock your home with supernatural quantities of goods. *See Notes section for details.*

[50cp] Avongers Swag: Who needs to pay for official merch when you have high quality knock-offs like these! Whether you're an Avingers or Avongers fan, whether you want a simple t-shirt or a replica of Mjolnor, you can snag one off-brand product for every purchase of this item.

[50cp] Sneakerhead: Oh man, these are limited edition! For each purchase of this item, you get three pairs of designer sneakers modeled after Earth's mightiest heroes. Maybe you want the new Iron Man 3s or a set of Captain Marvels? Whichever shoes you choose, they are guaranteed to look fresh and stay pristine, whether you display them in your closet or wear them every day. There's even some heroes here that haven't appeared yet. Maybe you can get ahead of the trend?

[50cp] Music Makers (Free with Musician): Seems like you managed to salvage some genuine Earth instruments. You receive three traditional or exotic musical instruments with every purchase of this item. make sure to rock out this holiday season!

[50cp] Tablet (Free with Sloth Baby Productions): A modern day artist requires a suitably advanced canvas. This drawing tablet comes preloaded with a wide variety of software for crafting digital drawings and even editing photos and videos. Always charged and supernaturally durable, this tablet will be the envy of every court sketch artist or burgeoning YouTuber you meet!

[100cp] Beach Gym Membership: Even superheroes can benefit from exercise. You've got a membership to a scenic exercise club set on a gorgeous beach. Filled with enthusiastic trainers and excellent equipment, this gym is a great place to hone your body, no matter how strong you become. In future jumps, you may attach this beach to your warehouse or import it into a local public space.

[100cp] Perfect Gift: The holidays can be frantic, and often the person you care about is frustratingly difficult to buy gifts for. Luckily, you've got an ace in the hole! Once a year you may summon the perfect gift for that someone special. This item could be as unique as a vibranium arm or as simple as a glass figurine, but it is sure to put a smile on the recipient's face.

[200cp] Trademark: The early bird gets the worm! You've managed to secure the trademark to a powerful brand name or individual alias. Whether this is to establish your own brand or steal the moniker of a famous superheroine, you can enjoy all the legal rights of ownership. This won't sway public opinion on its own, but *officially,* you'll own the brand until you choose to part with it.

[200cp] The Porcupine: Looks like someone likes to keep people at a distance. This ghillie suit is reinforced with advanced plastics and is armed with large, metal quills that can be launched at dangerous foes. With integrated night vision and a six-hour air supply, this suit is perfect for the die-hard survivor.

[300cp] Asgardian Construction Gear: You're a one-man wrecking crew! You now possess four artifacts enchanted with Asgardian magic. The first is a hard-hat to protect your head from even titanic impacts. Next come the pile-driver guantlets, giving you the striking power to sink in anchors or strike through timbers. Third is a crowbar to serve as a supernatural lever arm. Finally comes the flail, perfect for tearing down the old before building the new. Whether you choose to build or destroy, you'll have a big impact on your surroundings.

[300cp] Inheritance of Gold: It seems a certain English baroness left you an impressive parting gift. You have inherited a true wealth of gold bullion, enough to quietly make you one of the richest people in the country. These funds could nearly make you a billionaire if liquidated, or could pay off eight wives worth of alimony and child support with something to spare. This gold is untraceable, legally legitimate, and backed against inflation. Best of all, any spent wealth will be replenished at the start of each new Jump.

Drop In Items

[100cp] Stolen Sling Ring: Seems you took a souvenir from Kamar-Taj. Just like practitioners of sorcery around the world, you can use this magical artifact to open portals that span great distances and open into remote locations. This isn't foolproof, as it still requires uninterrupted concentration and a clear mind to create a precise and stable portal, but it sure beats taking the bus. Just be careful where you open your portals to.

[200cp] Basement Shop: Some business is best conducted out of sight. While this setup is nowhere near as extensive as the Drip Broker's workshop, these facilities give you enough to start your own clandestine enterprise or secret society. There's even a cafe upstairs to act as a front.

[400cp] Gamma Lab: There's remote, and then there's this place. Just like Bruce Banner, you've managed to net yourself a tropical home on a private island. Equipped with both lovely living conditions and a state-of-the-art laboratory, you have everything you need here for both work and play. The only downside is the commute, but sometimes seclusion has its own advantages.

[600cp] Bowie: Adventures that are out of this world need a ride to match! This spacefaring vessel can carry up to a dozen people for extended voyages while providing all the comforts of home. The ship is also equipped with a first-rate cloaking device for keeping a low profile on less advanced planets, and can speed across the known galaxy using its jump drive. Why, with a ship like this, you could travel from Earth to the edge of the Galactic Rim in less than a day!

Civilian Items

[100cp] Wheels: It's a big country and an even bigger world, so you're going to need a way to get around. With this purchase, you are the proud owner of a new motor vehicle. Whether you want to drive around in a modest coupe like Nikki, a Hulk-sized jeep, or a classic sports car like Jen's, you have a customized ride to get around in. Your Benefactor will even throw in a parking pass, gas card, and insurance policy, free of charge.

[200cp] Food Truck: With fresh ingredients and a tantalizing menu, this mobile eatery is loved by locals and tourists alike. This purchase also comes with guaranteed parking, giving you the perfect location to please all your customers. This small scale restaurant will also adapt to fit future settings, becoming a humble market cart or an orbit-capable eatery depending on your surroundings.

[400cp] SheHulk by Titania: You got in on the ground floor of the next cosmetic craze! As an investor in Titania's line of makeup products, you receive a significant stipend from the brand's monthly revenue. You could live on these dividends, if you were stingy, or you could elevate a modest lifestyle to a very comfortable one. You also receive a high-quality stock of beauty products, from shampoo and conditioner to foundation and eyeshadow. Look and feel like a successful independent entrepreneur.

[600cp] Summer Twilight: This lush estate is the perfect place to host guests, whether you are providing a wedding venue or a spiritual retreat. With lush gardens, large ballrooms, and palatial patios, few could ask for a more appealing locale. You'll also find several other features on the grounds, including acres of private woodland, a sweat yurt for hot yoga, a self-sufficient wind-power farm, and newly-installed high speed internet. Cater to the finest of clients with this not-so-humble abode.

Lawyer Items

[100cp] Two Wardrobes: Being caught between your professional life and personal life can really tax your clothing options. Thankfully you've got redundancy built into your styles. Not only does your closet contain garments for every occasion, but you have a second set of clothes purpose-built to accommodate any strange abilities or features you possess. Want to wear that new suit to the courthouse but need to stay on guard for villain attacks? Not to worry, you've got a Hulk-sized version of your style ready and waiting.

[200cp] Upscale Apartment: Do you know what property values are like in Los Angeles? Better to lock in your lease here. This purchase grants you a high-end apartment in the city or urban center of your choice. Fully furnished to your liking, this living space is perfect for an independent Jumper whose career is taking off. Just be sure the paparazzi don't find this place.

[400cp] Legal Ease: Everyone needs a place where they can unwind after work. This bar and grill offers great food, strong drinks, and plenty of good company. Whether you run the place or are just a part-owner, this restaurant tends to cater to clientele in your line of work. Perhaps all the lawyers in town use this place to meet up, or it's earned a reputation as a watering hole for superheroes. Either way, this is a great place to take clients, chat with coworkers, or meet people with similar interests.

[600cp] Highrise: You're not just any lawyer, you're a partner! With this purchase, you own the majority share of a seasoned law firm to rival GLK&H. This company has more than a hundred talented lawyers on staff, along with nearly five times that number in support employees. These legal wizards can operate on their own as a regular law firm or can be joined with any businesses you own to dramatically increase efficiency and profits.

Of course, the legal team is only half of this purchase. You also receive a modern skyscraper to house your law firm. This property may be imported into any major city in the setting at the start of each jump, and features enough unrented floor space that you could make a considerable profit off rent and leases alone. Now *you* have an army of lawyers, Jumper! Steamroll your enemies or stick up for the little folk.

Teenager Items

[100cp] Award-Winning Cosplay: Wow, how long have you been working on this? Through hard work or clever purchases, you've put together an incredible costume. This could be modeled after an existing superhero or other popular figure, or it may be an original design. With authentic styles and integrated lighting, you're sure to win any costume contest you enter.

[200cp] 3D Printer: Perfectly suited for the up-and-coming inventor or cosplayer with a vision! This advanced printer can fabricate any structures or creations you envision, up to the size of a small appliance. Though it can construct each piece out of plastic or metal, more exotic materials are beyond this commercial printer. Design software is included in this purchase, letting you draw up your own blueprints.

[400cp] Family Home: Teenagers don't always consider the consequences of their actions. Thankfully, this comfortable and welcoming home seems supernaturally sheltered from the dangers of an action-filled life, from paparazzi to vengeful villains. Always big enough for you and your family, this house will be the perfect constant in your emotionally turbulent life. Just don't try to game this protection. Fiat-backing can only do so much if you actively put your home in the crosshairs of a conflict.

[600cp] Mysterious Bangle: This is quite the family heirloom, Jumper. Though it appears to be an ordinary piece of jewelry, this piece of otherworldly technology is designed to channel energy from the Noor dimension. While this near-mystical energy passively benefits you by slowing your aging and strengthening your body, it can also be actively used to shape the world around you. A novice may manage to create simple hard light constructs while more advanced users can summon armor and weapons to their person. Even greater workings may be possible while wearing this focus. As a final benefit, this artifact has the ability to awaken latent abilities in its wearer. Whether you're a mutant, magician, or another oddity, you may unlock more than you expected when you put on this bangle.

DODC Items

[100cp] Sonic Canon: Perfect for when you need a non-lethal takedown, this large sonic cannon emits high-energy soundwaves to deafen, disorient, and ultimately disable your target. Though it's not strong enough to stop a raging She-Hulk on its own, even mid-tier superhumans like Djinn or the average Asgardian can be contained with this high-tech weapon.

[200cp] Inhibitor: Of course, once you capture your superhuman quarry you need a way to deal with those pesky powers. Coming in anklet or collar form, these inhibitors suppress any biological superpowers. Though they aren't indestructible, these devices will alert you if damaged, tampered with, or removed. You receive a dozen of these devices and the blueprints to build more.

[400cp] Drone Swarm: Looks like the DODC scooped up all those EDITH drones that caused so much of a ruckus a few years ago. You have been allocated a small detachment of these drones to use for your field work. Though their concussive blasters, machine guns, and a small missile launcher make them deadly in combat, the real potency of these drones comes from their surveillance potential. Each platform comes equipped with a full sensor suite and holographic projectors to visually cloak each drone. You receive five EDITH drones as well as a discreet Command Van to transport, launch, and coordinate them from.

[600cp] Supermax: When you need to keep the most dangerous threats to the planet contained, there's no place better. This remote and ominous-looking facility features layered defenses, a small army of guards, and comprehensive countermeasures tailored to your superhuman inmates. Though more exotic abilities like the arcane arts may be able to subvert this prison's security, you will find it extraordinarily easy to adapt this complex to emerging threats and new dangers.

Criminal Items

[100cp] Phone Cloner: How can you start plotting without information? This unassuming device is devious in its simplicity. By tapping it against a phone or other unprotected device, you will automatically copy the contents of the device and install a back door into their system. This doesn't work on anything with serious security, and you still have to physically access your target, but you could glean some powerful secrets by rubbing shoulders with the right people.

[200cp] Special Needles: Reverse-engineering a hero's powers will be tricky if you can't pierce that nasty green skin. Thankfully you've had these needles specially engineered to accomplish the feat. These syringes can pierce the skin of even the incredible and invulnerable, letting you either extract their blood or deliver your own concoctions. What you do with that opening is up to you.

[400cp] Blackmail Bomb: Now this is a terrible weapon. Whether this is the product of your own labor or the massed efforts of an entire conspiracy, you now wield a devastating montage of damaging information. This carefully curated and edited expose will reveal the most sensitive and embarrassing secrets of a single individual or official entity, painting them in a dehumanizing and disgraceful light. You receive one such package of blackmail per jump in a format best suited to the setting. Whether you release this information to the public or use it yourself, this *will* cause a scandal.

[600cp] Intelligencia: You're not a small-time criminal any longer! With this purchase, you are the proud owner of a burgeoning criminal organization. The center of this network is a moderately popular website where like-minded people can discuss their ideas and share information. You could use this online space in subtle ways, cultivating public sentiments and shaping discourse, or you take a more active stance and coordinate like-minded agents towards your own goals. This website comes with baked-in security measures, such as anonymous posting, a dedicated mod team, and a string of shell companies to prevent anyone from tracing its ownership back to you. In future worlds, this network will adapt to fill a similar role and offer you comparable influence to some of the population. In a medieval world, this could take the form of a rumor mill and spy ring. In a land of science fiction, this could be an interstellar social network. Whatever form it takes, you can do some pretty insidious influencing from behind the scenes.

Powers

[100cp] Daredevil: Like a special resident of Hell's Kitchen, you've been exposed to a highly dangerous mutagen that has pushed your senses far beyond the capabilities of ordinary humans. Your hearing is strong enough to detect a liar's heartbeat at ten paces, your nose is more sensitive than a dog's, and your sense of touch can feel the air currents of moving bodies. Even less-traditional senses have been enhanced, like your proprioception and sense of balance. As a final boon, your reaction times have been greatly enhanced. With awareness and reflexes like yours, people might confuse you for a friendly neighborhood spider-hero! *See the Notes section for details.*

[100cp] Creature Feature: Man-Bull wasn't the only one caught up in a weird lab experiment. Whether you volunteered or were unethically tricked, your body has been altered to incorporate the features of a specific animal of your choice. Maybe you have the scales and keen smell of a lizard or the mane and claws of a lion. Whichever animal you choose to embody, you are slightly stronger and tougher than the average human, though you'll probably want to stay away from any superpowered duels.

[100] El Aguila: Your fashion isn't the only thing with flair! Through a strange mutation, you are capable of generating significant amounts of bioelectricity from your body. You aren't nearly as powerful as that "Electro" fella who made a mess of New York, but you could still knock a superpowered person off their feet with a clean hit. While you can't throw this electricity very far, you can channel it into metal implements. Time to dust off your old matador gear!

[100cp] Light Elf: Like the Asgardian God of Mischief, you can copy the form and voice of anyone you have seen. This magical illusion looks and feels like the genuine article, but does not grant you any of your target's abilities. This can give you an impressive way to mimic other individuals, but it still only works as well as your performance does. Break character and someone is going to notice.

[150cp] Mr. Immortal: It seems you didn't come with an expiration date. Upon reaching physical maturity, your body will stop aging. But what's even more remarkable is your tendency to regenerate from lethal damage. Fall out of a 50-story window? Walk it off after a few seconds. You do have to completely die to trigger this ability, and your mutation doesn't grant any other powers, but you'll be around and kicking long after everyone else is gone.

[150cp] Telepathic: Like a certain Guardian of the Galaxy, you have the ability to touch the minds of others. You could read the thoughts of nearby creatures or even compel them to follow your instructions. You even have the potential to subdue supremely powerful beings for a short time, but the strain would incapacitate you briefly. The head antennae are optional.

[150cp] Telekinetic: You're a real heavy-lifter! Like everyone's favorite four-legged cosmonaut you have manifested the psychic ability to move objects with your mind. This may start with moving handheld trinkets across a room or lifting a modest sign over a doorway, but your capacity and precision will only grow with practice and willpower. You definitely deserve a treat for all the concentrating you're doing!

[200cp] Titania: Now we're getting into the heavy hitters. Your physiology has been enhanced to give you the strength and durability to tangle with some real troublemakers. You could punch through half a foot of concrete and *take* a punch from the She-Hulk herself, though you should try to avoid those when possible. Surprisingly, this strength and durability isn't tied to your physical appearance, so if you want to be a pint-sized powerhouse or a full-figured freight train, go right ahead!

[200cp] Clan Destine: Apparently Najma and her family weren't the only ones exiled from the Noor dimension. You are noticeably stronger than a human and are significantly more durable. Between how tough you are normally and your healing factor, you could walk away from a three-story fall or a truck collision after a few minutes. Your aging is also slowed, letting you live for almost two centuries as long as you stay out of trouble. All of these powers rely on your natural ability to draw energy from the Noor dimension, but thanks to your purchase here you'll never have to worry about being unexpectedly cut off.

[300cp] Agent 10: Hey! Keep out of sight, bub, they haven’t announced you yet! You've walked a hard road and have powers to match. With an adamantium-reinforced skeleton, razor sharp claws, and enhanced musculature and senses, you're as much of a nightmare in combat as your animal namesake. But what truly sets you apart is your *insane* healing factor. From bar fights to battlefield trauma, your body will heal from injuries at a rapid rate. A bullet to the head might not even stop you, though destroying your brain will still end you for good.

[300cp] Asgardian: You're no God of Thunder, but you're still quite a specimen. Whether you're a survivor of Ragnarok or part of the next generation of Asgardians, you can bend steel with your bare hands and could live to be 4000 years old before you start showing your age. With powerful durability and a moderate healing factor, you could walk off a brawl with the Hulk like a bad hangover. As is tradition, you have received some basic combat training, but if you want to match blades with Heimdall or even Thor, you'll need to put in the practice and find some worthy opponents.

[300cp] Night Light: For a few unique individuals, the Noor Dimension can do more than make one strong or long-lived. Like the new hero of Jersey City, you can form solid constructs from extra dimensional energy. These creations can be as simple as flat surfaces to shield you and improve your mobility, or as complex as a pair of giant, super strong and stretchy arms. Though these constructs are impressively versatile, they can still be shattered or disrupted by enough physical force.

[200cp/400cp] Sorcerer: Went to find spiritual enlightenment, did we? A trip to Kamar-Taj has introduced you to supernatural secrets, granting you powers and capabilities that seem pulled from a fantasy novel. For **200cp**, your exposure to the mystic arts was rather brief. Whether you left willingly or were expelled like Donny Blaze, a few weeks of training has left you with the skills of a novice sorcerer. For **400cp**, your arcane investment was much more substantial. Years of training have made you a capable sorcerer. Who knows, with a few more years training and the right circumstances, you could challenge Wong for the title of Sorcerer Supreme.

[400cp/600cp] Hulk: Maybe Jen wasn't the only one to have a brush with Bruce's blood. You've been exposed to a lethal dose of gamma radiation. Thankfully, you have a rare combination of genetic factors that let you convert that dangerous energy into a powerful transformation, becoming a giant green embodiment of brawn. With insane healing and even more insane strength, you're one of the most powerful individuals on the planet. For **400cp**, you're new to being a Hulk like Jen. While you can still shatter a cliff face with a punch or leap across a beach in a single bound, you've yet to discover the peak of your strength. For **600cp**, you've got two decades of experience being a Hulk. Perhaps you were beside Bruce when he received his life-changing dose, or were part of the first attempts to replicate him, but now you too have mastered this power. *See the Notes section for more details.*

Companions

[50cp] Jonathan: This pathetic-looking chihuahua is kind of cute… in a *pity me* sort-of-way. As a bonus, this playful pet comes with the **Mr. Immortal** power, ensuring his survival in this world and beyond. He'll be clinging to life for as long as you're jumping!

[50cp] Kevin Bacon: You've attracted the attention of one of Earth's mightiest heroes! Okay, so he isn't an Avenger, but this talented actor is still supremely cool. Coming with the **Musician** and **Cheap Human Tricks** perks, Kevin is a master of theatrics, showmanship, and performance. And best of all, he wasn't kidnapped this time… I think.

[50cp/200cp Custom Companion: With so many challenges ahead, it would help to have some friends by your side. With each purchase of this option, you may import an existing companion or create a brand new companion. Either way, the companion receives a free Background, the attached discounts, and 600cp to spend on perks, items, and powers. Alternatively, you can spend 200cp to import or create up to eight companions to accompany you. Time for a team up!

[100cp] BFF: There are friends, and then there's your *best* friend. With the **Anchor** perk and 400cp to spend on perks, items, and powers, you'll be hard pressed to find a more supportive and complimentary confidant.

[200cp] Canon Companion: Perhaps someone here has caught your eye? For each purchase of this option, you gain an opportunity to take one character from this world with you on your journey. This doesn't guarantee their subservience, but it does give you a favorable chance to convince them of your intentions. The multiverse could always use more heroes!

Drawbacks

[+0cp] Character Insert Toggle: Perhaps you don't want to add to the already large cast of colorful characters. With this option, you may replace one canon character in your jump. This option does not grant you any of their powers or abilities, merely their starting circumstances.

[+100cp] It's Dennis: And today was going *so* well. Whatever profession or hobby occupies your time here, you now have a rival that you must frequently operate alongside. He is nosy, annoying, and always telling you how to do your job or take credit for your successes. Thankfully he's harmless, but still *incredibly* grating. Hope you have some good coworkers to balance him out.

[+100cp] Student Loans: Getting a higher degree is not cheap, and since you don't come from the kind of generational wealth that founded nations and commercial empires, you needed to take out a loan. You now owe $150,000 dollars to your creditors and will need to make regular payments to settle your debt. These payments cannot come from existing wealth or fiat-backed items, only currency you have honestly earned. *See the Notes section for details.*

[+100cp] I Didn't Come Up With The Name: You never know what people will latch on to in the internet-age. Whether as a throwaway comment or a misplaced branding attempt, you have been given an unflattering public alias that has entered widespread use. Whether the name is as reductive as She-Hulk or just plain embarrassing, you can't seem to shake your association with the title.

[+200cp] No Matches: Modern day stresses and full-time careers can play havoc on your love life, and that's not even adding super powers into the equation. Whatever the cause, your romantic prospects have dried up. Few show interest in you, and those that do either prove to be only interested in using you, complete wingnuts, or both. Even Companions aren't free from this effect, as any romantic feelings will cool to a simmer for your Jump duration. You can still have meaningful *platonic* relationships, but any attempts at romance will quickly crash and burn.

[+200cp] You're Dennis: Oh dear. You're just as delusional, selfish, sexist, and gullible as Jen's least favorite coworker. You're still competent enough to keep any job you work, but outside of professional matters you're a bit of a mess. Expect to attract all the wrong types of attention while you're here.

[+200cp] Beta: Between school, family, and work, life can be confusing and emotional. And that's *without* throwing superpowers into the mix. No matter what you've experienced or how long you've been jumping, your emotional maturity and physical competence have taken a hit. You may need to relearn some life lessons, develop as a person, and rediscover who you are. Whether you're a high school student entering adulthood or a fresh face in the real world, you're in for emotional and physical challenges that will test your mettle.

[+300cp] Incarcerated: Your entrance into this world did not go unnoticed, and while you were still dusting yourself off, the Department of Damage Control scooped you up. You begin your Jump in the DODC's maximum security prison. Breaking out may be simple, depending on your powerset, but you'll still be branded a dangerous fugitive if you do. Use your phone call wisely!

[+300cp] Rewrite: It seems KEVIN has intervened to keep this story interesting. Any supernatural powers, perks, or items you possessed have been restricted or deactivated for the duration of your Jump. Even your Cosmic Warehouse has been locked away, leaving you with only what you purchase above. Be prepared, Jumper. In the MCU, new dangers and challenges can appear when you least expect them.

[+300cp] Cautionary Tale: Life and you have the same relationship that a boxer has with their favorite punching bag. Like Bruce Banner, your personal history is filled with hardships that would break most people and twist those that remained. From the self-loathing and guilt that comes from powers gone awry to the PTSD of spending a decade running from one life-or-death experience to the next. Heck, there may even be some child abuse in your backstory depending on how much inspiration we're taking from the comics. Even your powers and abilities are wrapped up in this ball of emotions at your core, drastically affecting how much control you have over powers you may have long-since mastered. While this emotional baggage won't stop you from living a good life and eventually finding peace, it will make that journey extremely long and frustratingly difficult. Find your happy place, Jumper.

Notes

Pull Your Punches: This perk does not grant any increased skill when using your supernatural powers, nor does it reduce the collateral damage you can cause if you use your powers rashly. Instead, this perk acts as an automatic limiter, allowing you to avoid dealing lethal damage with your abilities. Super strength can still break bones or accidentally crush your surroundings, and pyrokinesis can still leave your foe burned and the furniture singed. You just won't kill your target. Should you wish to go full-out or attack your targets with lethal force, you may bypass this limiter whenever you choose. If you want to improve your raw control over your powers, you'll have to practice like everyone else.

America's Ass: This perk acts as a general aesthetic booster, letting you choose the specifics of your physical appearance. Whatever body type and individual traits you select, your appearance will require minimal upkeep and will remain good-looking even under duress, such as in the middle of a super-powered brawl. Clan Destine may clean your clock, but you won't have to worry about broken teeth.

Where'd You Go: This perk won't *completely* prevent you from being identified or your life from being affected by destructive forces, especially when very powerful beings and factions are involved. If Galactus decides to eat the planet you're on, he's not going to spare your apartment. Instead, this perk will give you enough warning to get you and your loved ones off-world, or will ensure that Galactus does his thing while you're out of town. The ability to avoid notice is similarly limited, especially against beings who can break the fourth wall, but that is a *very* small number of individuals. The *vast* majority of beings you live beside will let you go about your day unless you do something to directly give them a reason to pay attention. This means that you *could* use this perk to get close to someone important for a sneak attack. Once. After that, they're going to be very interested in who you are and what you're doing.

BULK Membership: This item allows people with supernatural needs to get supernatural savings on their everyday shopping. For example, a Hulk or Speedster who requires vastly more calories could pick up their week's shopping for slightly less money than the average person spends at the supermarket. You still have to pay for your goods, but the quantity you receive shifts proportionally to meet your needs. This megastore won't carry anything you wouldn't find in the storefronts and markets of the worlds you visit.

In this jump, the BULK megastore is a physical brand with franchises scattered across the world. In future settings, you may decide to import these stores as an existing brand and visit them like a normal store, or to keep it as an extra-dimensional

shopping center you can temporarily visit. If you choose the latter option, you need only carry your membership card to access a BULK megastore, much like your Warehouse. Note that if you try to cheese this space or use it to avoid combat encounters you will be asked to leave.

Beach Gym Membership: This gym doesn't contain the specialized equipment or the privacy of a dedicated training facility like the Danger Room, but you will find all the amenities of a modern gym, and the equipment present will scale to your superpowers, always giving you a way to train and improve.

Perfect Gift: You can't use this item to acquire extremely rare or legendary items. Bucky's arm is a good limit of how special and powerful you can get with your acquired presents. That said, a gift doesn't have to be ultra rare or devastating to be meaningful.

Two Wardrobes: This item includes styles for every occasion, from formal-wear to beach-wear. This collection will also expand to include the styles of future worlds you visit, as well as adapting to any new powers, abilities, or physical developments you acquire. However, note that the two sets of clothing are distinct. You have one ordinary set of clothes, and one that accommodates your exotic powers, transformations, and body shapes. Be sure not to mix the two up.

Daredevil: The only sense not enhanced by this power is your eyesight, which remains at 20/20 standard unless affected by other perks, powers, or supernatural abilities. You have the option of being blind like Matt Murdock if you want the full experience, but it is not a required part of these powers. Finally, your reaction times are not quite as spectacular as the mythical spider-sense, but you could still dodge small arms fire from close range and weave through groups of armed thugs.

Hulk Power Details: When purchasing this power, you may decide if you are a genuine member of Bruce's incredible family or part of an offshoot program like the Abomination.

Though your initial capabilities will depend on which tier you purchase, there are some common traits shared by all Hulks. All Hulks are very large, very durable, and *very* strong. These powers can be increased dramatically under the influence of strong emotions like rage, but your higher mental faculties take a backseat to your primal instincts during these surges. You regenerate at a rate that makes you immune to diseases, toxins, and even alcohol, but only in your Hulk form. You're vulnerable in your base form, but if you have any kind of supernatural danger sense (or a split personality like Bruce did), you can instinctively transform to protect yourself from all but the fastest forms of harm. You're also virtually immune to radiation, though *extremely* large doses (like the insane levels released by using the Infinity Stones) can temporarily injure you.

If you have the **Emotional Control** perk or another perk that prevents your emotions from negativity affecting you, you may easily transform between your natural form and Hulk form. You have some artistic liberty in determining what your transformed state looks like, though keep in mind that all of the Hulk-like beings seen so far weigh between 700-1000 pounds and Jen, the shortest of the bunch, still topped out at 6'7". Because you are paying for this power, you may toggle whether your blood and other organic material is radioactive or not, potentially limiting the harm to those around you.

Making New Hulks: This power may be transferred to another via blood, but ***only if you allow it***. The process requires no special equipment, and since you are paying for this power, your subjects don't even need the rare genetic factors that Bruce and Jen had. Just be careful who you empower. Individual reactions to the transformation can vary greatly, and we all remember how destructive *one* was.

Student Loans Drawback: Jumpchain Items or powers that grant great wealth, such as the **Inheritance of Gold** item above or any powers that allow you to transmute objects into valuables, cannot be used to pay off this debt. Perks that grant you enhanced business sense or skill with stock brokering are allowed, so long as you are personally earning your money. For example, founding a company to sell your fantastic inventions or using your business acumen to day trade would be viable ways to raise these funds. Otherwise, the payments will come out of your salary, and they will change in amount to ensure you your debt is paid by the time your Jump here ends. This won't leave you destitute, but you won't be living in luxury until these loans are settled.

Beta Drawback: That's the Urdu word, not the typical greek association.

"Beta" & "Different In A Better Way" Interactions: What happens when you combine a learning and skill booster with a drawback that makes learning difficult? Well, you can't escape the drawback completely. No matter how many perks you have to help you learn faster, you'll still be starting from scratch. That means that some of those lessons will be hard, painful, or embarrassing. But you will move past them, just as you would without a "natural talent" perk. The result of combining these two options will be slower than Jen or Kamala's training, but still relatively quick given how long normal skills take to learn. Instead of discovering the extent of your powers with a week of after-school sessions, it might take you a month. Longer, more dedicated training efforts will accelerate this process, though true mastery will still take years to attain.