Marvel Midnight Suns Jumpchain

By Brewhaha

Jumpchain Version 1.1



Now Jumper Marvel's Midnight Suns is a turn-based RPG video game. When Lilith the Mother of Demons is awakened by Hydra she seeks to reawaken her lord and master, the Elder God, Chthon, to fulfil an ancient prophecy. Alarmed by this dire threat, members of the Avengers, Runaways, X-Men and Midnight Sons rally around a legendary superhero...Lilith's own child, Hunter.

You, the Jumper can take on the role of Hunter and lead the Midnight Suns to Cthon's defeat rather than the normal ten-year jump time. That is unless Scenarios that take place after Midnight Suns is selected.

Here is **1000 CP** to begin your journey.



Origin

In this world you become the child of Lilith at the beginning of the game's plot. Now rather than getting discounts based on an origin you can choose one discount at each tier for the perks and items apart from the 1000 CP option.

In game Hunter’s appearance is customizable so everything from gender, age and looks is your choice as long as it makes sense.

Perks

A reminder that for each perk tier you have one discount apart from Minion Creation and Corruption which is always full price.100 discounted is free.

Words of Magic (Free): Magic is the catch all term for energies that specific people can manipulate. This is usually done through spells and phrases that have mystical meaning. Now as a child of Lilith who can be conferred was a powerful witch before being corrupted you can use magic. There is a wide range of spells but you don’t have the expertise and specialty of other users like Doctor Strange or Magik.

Magic users have a niche of abilities and yours through this perk is Witchcraft. Witchcraft is heavily connected to the energies of the earth and usually comes from the goddess of Witchcraft but yours is fate-backed.

Combat Training (Free): You will be on the front lines of this demonic war with the other heroes and villains so you should be able to hold your own. With this perk you become a master of dual wielding swords as seen by the game Hunter. This also improves your capabilities in basic understanding with other fighting styles.

Friendship (100): Some say the true reward isn't a hoard of gold or something so material but the friends you make along the way; this perk takes that literally. When you spend time with your friends you gain minor abilities or items related to them. This can be done by complimenting them, taking them to new places or hanging out together. These rewards are truly minor and only symbolise your deep friendship or give you small charisma boosts (1% boost).

Artefact Expert (100): Artefacts can be great channels of magic and hold many secrets. By separating the different pieces and studying them you can unlock new lore and ideas. This can lead to new spells or weapons. Beginners must be wary though to put all the pieces back together. These can't be more powerful than you. An example of this is if you separated the Eye of Agamotto you could create an event revealer spell and the Ebony Blade could help you figure out umbrakinesis but to do so you must be a Sorcerer Supreme.

Training (100): Power is not a stationary point nor can it be numerically valued so to live another day warriors must train. This perk gives you the ability to train with any weapon – both physical and magic – and also be able to teach another if they have experience of capabilities. You can always find growth even if it is miniscule. This can't give people magic or force a paraplegic to dodge with a roll.

Tarot cards (200): Tarot cards have been used by physics to see the past, present and future for generations and know you know how too. You can do a reading on yourself and others by interpreting the symbology of the cards. This can also act as a form of precognition.

Entrapment (200): There's definitely a pattern with some characters in the story; know what they say twice is coincidence, but three times is a pattern. Hiram Shaw in the cave, Hunter in Hunter's Folly and Lilith in her sarcophagus. Characters are trapped in a confined space via a witch's spell (usually the Caretaker). With this perk you become an expert in seals and spells to trap beings. You can even bolster traps to make them harder to escape from. Due to this knowledge, it is hard to keep you trapped again like Hunter was pre-canon.

Mental Link (200): In the chaos of battle, it may be hard for others to hear your orders, so this perk creates a mental link between you and your allies when you fight. This allows you to give almost instantaneous orders in the heat of conflict. If you are the leader of a team, it will give a boost to your strategizing and allow you to feel their powers.

Shoulder to lean on (400): Sometimes there are issues on people's minds and now you are as good of a mental warrior as you are a physical and mystical one. You can tell when people have trauma and can try to ease their worries by talking them through their feelings. This perk also makes it easier for others to let their vulnerabilities show when you are one on one.

Witch Hunter (400): Magic is everywhere and is experienced in different ways now you can pinpoint users and other aura types. Just like Sara and Lilith you can find a group of witches almost halfway across the world needing your help. This also works on different energy signatures like the Hulk's Gamma Rays, demonic energy and even the stench of a klyntar symbiote. Be a true Hunter of magic.

Post jump this can work on other world's magic like the Force.

Comic Level Genius (400): In a world of sky beams and crazy science experiments you stand as a genius of this world in an academic field. While you hold expertise in one application this also boosts your intelligence above average. Maybe you learnt gamma rays with Bruce Banner or engineering under Tony Stark, but you certainly have the smarts for multiple doctorates alongside your mastery.

Ghost (600): Well, you can't actually be dead as that is usually a chain failure, but you have most of the ghostly benefits. This is a form of advanced astral projection pushing your soul over your body. The main thing you get with this perk is being momentarily incorporeal, flight and an increased magic core. A weakness is that it is very draining for a living person to do. Once a jump your ghost self can bring you back from death. Be aware that this can't be used in combat and does not make you invincible to violence as the spirituality is the cover of a shell.

Immortal (600): You are directly descended from Old Gods and must be another Caretaker as you are biologically immortal. Due to your increased age and lack of mortality your power has less restrictions on its growth and usage making you one of the strongest witches of this world. Once a jump your immortality can bring you back from death.

Midnight Sun (600): Light within darkness, somehow your soul was changed, and you became a herald of an Old God. Magic brims from your being with every breath and your plans are as promised as the sun setting in the west. If there is a prophecy or heir to a magical weapon you can fit the description of its true user. Once a jump your power can bring you back from death.

Minion Creation and Corruption (1000) [No discount]: Sometimes you can't fight your battles alone so with this perk you can gain minions. These soldiers can be created from nothing using your own pool of energy or you can bend the minds of living beings to your cause. This pool is separate from any of your power sources if you wish and recharges ambiently.

Powers

These are additional powers based off the other Midnight Suns. The CP purchased abilities combine well together and improve with time and age.

To buy the latter levels you have to buy the ones before and there are no discounts.

Super Soldier (200): You have been injected with the Erskine Super Soldier Serum that is also in Steve Rogers. Just like Captain America everything is enhanced to peak human levels beyond any Olympian. A 500 kg (about twice the weight of a large motorcycle) lift is a warm up to you and your reflexes can dodge the shots of multiple gunmen. Even your mental processing has been upgraded with eidetic and photographic memory.

For an extra **100 CP** you naturally have the infinity formula in your veins improving the serum in every way including biological immortality.

Feral Gene (200): You have similar powers to Victor Creed and James ‘Logan’ Howlett. Just like Sabretooth and Wolverine you have a powerful healing factor along with retractable bone claws and sharp fangs. While you don’t begin at the level of healing from a single drop of blood you may get there with a few hundred years under your belt after going to other worlds. Claw placement is your choice.

For an extra **100 CP** you gain a non-poisonous adamantium bone structure that can even cover your teeth.

Daywalker (300): You were born a partial vampire giving you a dhampir physiology similar to Eric Brooks. Just like Blade you are a vampire human hybrid that is immune to the monster's bite while having similar powers. Your ageing is slowed due to the enzymes in your blood, and you have strength, speed and other senses only a step below vampires while being able to walk in the day.

For an extra **100 CP** the need for blood is not a pressing concern to you.

Spider Bite (300): With great Power comes great Responsibility because a radioactive spider bit you in the same way as Peter Parker. Just like Spiderman you are an Avatar of the Great Web giving you multiple arachnid abilities along with enhanced physiology. Wall crawling that can be used in an offensive way, perfect balance in any position and a spider sense that warns you of danger.

For an extra **50 CP** each you can take abilities found in other Spidermen like Miles Morales’s invisibility or Miguel O'Hara's wrist webs. Each purchase is a single ability, and it can’t be too powerful on its own. This can’t be used to purchase spidermen abilities like Captain Universe or Venom suit capabilities.

For an extra **200 CP** you have the aid of the Other and have a more evolved form you can turn into. Your wall crawling can be used by any part of your body, your strength and reflexes are

enhanced even further, the Spider sense is much stronger giving more information. Night vision, stingers in your wrist and can control spiders

Weather Manipulation (400): You are a God or Goddess of the weather in a similar mutation to Ororo Munroe. Just like Storm you have a form of atmokinesis that affects the weather. While you can create any weather condition like rain or cyclones you have such precision with your power that you can sense atmospheric changes and summon impossible events like acid rain.

Hulk (400): You have been pumped with Gamma Rays with a similar result to Bruce Banner. Just like the Hulk you have a powerful secondary form that is so much stronger in every way. Slamming your hand together could create sonic vibrations that can snuff out flame or stomping shockwaves. Your power can only go as high as a calm hulk.

For an extra **100 CP** you have been infused with primal Kirbons like the Red Hulk and can absorb energy to bolster yourself.

For an extra **200 CP** your power can grow with how much adrenaline you can produce. Growing more powerful with your emotions.

Healing Factor (500): You have the healing factor of Wade Wilson. Just like Deadpool you can heal from almost everything. Unlike Wade this doesn't have to be held back with cancer.

Spirit of Vengeance (500): There is something else inside you, something that screams for vengeance like Johnny Blaze and Robbie Reyes. Just like any other Ghost Rider your Spirit of Vengeance allows you to channel hellfire in different shapes, give souls a Penance Stare to hurt them with their soul with their own sins and a healing factor of the damned.

For an extra **100 CP** your Spirit is rather one of Justice making giving you the additional choice of holy fire and enhanced abilities.

Chaos Magic (600): You grew up on the steps of Mount Woundagore giving you the blessing of Cthon’s Chaos Magic bestowing you similar abilities to Wanda Maximoff. This magic is hard for other users to predict, making it hard to fight against. As of now you can only manipulate reality in a minor way but in time may turn lie into truth and truth into lie.

Sanctorum Magic (600): You learned under the Ancient One at Kamar-Taj along with Stephen Strange. Just like Doctor Strange you are a sorcerer of Vishanti. This magic uses precision and knowledge to fulfil spells. You are average for this universe in power but can improve.

For an extra **100 CP** you could rival any Sorcerer Supreme with your power and knowledge.

Magik Movement (700): You have a similar mutation to Illyana Rasputina. Just like Magik you can teleport yourself and others with stepping stones using another dimension like Limbo as an in between.

For an extra **100 CP** this dimension is one where you are master and can’t be used by other beings without your express permission.

Pseudo-Vampirism (700): Unlike Dracula and his Vampyres you are a vampire made by science similar to Michael Morbius. Morbius does not have the mystical strengths and weaknesses of the vampire with enhancements based on how much blood has been drunk recently. Through mental concentration you can fly due to hollow bat bones.

For an extra **100 CP** the need for blood is not a pressing concern to you.

Knulls Blessing (800): You have a symbiote parasite similar to the relationship between Eddie Brock and Venom. The alien goo has been grafted to your nervous system allowing for Constituent-Matter Generation, a venomized version of the host and other abilities. This seems to be an offspring of Venom giving off brand spiderman abilities. Weaknesses include fire, electricity and sound. Klyntar are God killers and can feed on both celestial and infernal energy.

For an extra **100 CP** you and the symbiote have merged to a cellular level like Carnage and Anti-Venom. You also gain the two symbiotes special abilities like healing and hive mind capabilities

For an extra **200 CP** you have merged with a piece of the Grendel symbiote gaining powers from an ancient symbiote. This symbiote has been made directly by Knull and its weaknesses are lessened but still there. While still having the spider powers of Venom it also has new dragon abilities.

Marvel (800): You are a human/Kree hybrid created after being exposed to cosmic energies similar to Carol Danvers. Just like Captain Marvel you have an enhanced physiology, can fire energy blasts, fly and can absorb external energy.

For an extra **100 CP** you have access to Binary mode when you overcharge on energy, more than doubling your power.

Items

A reminder that for each item tier you have one discount.

Swords (Free): Hunter – and now you – are a master of dual wielding short swords making the blades an important necessary item for battles. Now you have a large collection of different types. These blades will never break and hold enchantments well.

Collars (Free): Hunter's – and now your – body can't handle the high levels of dark magic inside them, so Sara and Agatha made a collar to both reign and cleanse their magic. This item can contain your power levels to manageable levels. This collar, if broken, will return around your neck if you wish after a battle.

Power Items (Free): Based on the powers you bought above you may gain free items

- **Super Soldier** gains a **Vibranium Weapon** like a shield.
- **Feral Gene** gains **Padded Gloves** to stifle any wounds on your hands.
- **Daywalker** gains **Blood Bags** for subsistence.
- **Spider Bite** gains **Web Shooters** for each arm.
- **Hulk** gains Unstable **Molecule Clothes** so your clothes don't rip and stretch into unusable rags.
- **Healing Factor** gains a **Healing Suit** that mends itself along with your body.
- **Spirit of Vengeance** gains a **Vehicle** like a bike or a charger.
- **Chaos Magic** gains a **Magic Focus** for their magic.
- **Sanctum Magic** gains a **Cool Cloak** to flap in the wind and levitate you.
- **Pseudo-Vampire** gains **Blood Bags** for subsistence.
- **Knull's Blessing** gains **Chocolate** for subsistence.
- **Marvel** gains **Nega Bands** to channel their energy.

Cosmetics (100): Hunter throughout the game finds different pallets of outfits and now you can change your clothes to a different colour scheme like magic. Maybe you want some urban night camouflage, or you don't like the colour of your shirt. This also gives you the ability to find the in-game colour schemes.

Outfits (100): Throughout the story Hunter gains different outfits and armours and now you will take these outfits post jump if you complete the research. If you have a specific power, you can have their possible cosmetics for free or you can pay 50 CP for another hero's researchable outfits.

Cards (100): Midnight Suns is a card game and even though this is a jumpchain you can take these cards with you. This will include all versions of the attack, heroic and skill cards for each playable character as a collectable.

If you have the **Tarot Cards Perk** from above, you will gain a deck for each jump based on the world. For example, see the tarot cards in the game.

Offering Bowls (200): At all of your properties there is now an ancient offering bowl where you can give sacrifices in return for boons. Rewards are based on what is given and can be increased based on timing and words of power.

Environmental weapons (200): Sometimes you have this great plan, but you can't actually do the moves in the battle so to still do damage you throw something random at your foes. This item makes sure there are loose objects at every battle for you to use against your enemies.

Iron man Suit (400): Tony Stark is a genius in many ways, and this can be seen in his greatest invention, the Iron man suit. It has the basic capabilities of a Stark suit with flight, enhanced strength, increased durability, repulsor blasts and a unibeam from a miniature arc reactor. It also takes any enchantments well.

The reactor can be strapped to your chest separately from the suit and can be another power source to you.

This item gives **Tony's Outfits** for free as it counts for his power.

Staff of One (400): The Staff of One is an artefact imbued with the Entity called – you guessed it – the One and has been passed down the Minoru family for generations; you must have a duplicate because there are now two in this world. It acts as a magical focus and can cast simple sentence spells and intent. The item is infused into your body and appears at your will and follows the latter deal struck into the comics. Instead of exchanging blood for magic, every spell will allow one drop of the One into the user, allowing him to hear the outside world and have a small voice. The artefact won't betray you in any way.

This item gives **Nico's Outfits** for free as it counts for her power.

Souls Weapon (400): When Illyana was trapped in Limbo as a small seven-year-old child she used magic and her soul to create her soul sword and now you know the same technique. As this is a magical weapon it disrupts spirits and can be used to channel spells and power. In the beginning it will start very simple but as time goes on and you use it more it grows in power and becomes as unique as yourself.

Darkhold (600): Created by Cthon this book is the greatest literary piece on dark magic for this world. The item is the complete book including the Parchment of Power. Usually, it would be highly corruptible but as you are paying CP you could read the thing cover to cover and be totally sane. There is an untold number of spells within its pages based on sacrifice, offence and control.

Abbey (600): You are the heir and owner of the Abbey, its extensive grounds and the pocket dimension it rests inside. It acts as a teleportation nexus; Babs will always be in the Forge and the Mirror Table can read any place not protected against observance among other things. Once per jump and every decade you can choose to move it like Lilith and Sara did from Tansia to Salem.

Goons (600): Just like how Lilith took over Hydra forces, you have the command of a few henchmen from a marvel organisation. Each purchase gives you a full squad of ten men that will follow your every command.

Companions

Charlie and Ebony (Free): Charlie is a loveable hellhound that was adopted from a pack that attacked the Abbey in the 1700s. She is well trained but can lose focus like every other person. Her special attacks involve her bite, howl and maul.

Ebony is a magical cat that has been owned by Agatha Harkness in life and death. The animal is shy but loves pets by those they trust. They have the special ability of teleportation.

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.

Canon (100): This is an option to have a favourable meeting with any marvel character so they would be willing to follow you on your adventures. If you choose a character important to plot you may meet an alternate version.

Midnight Suns (Discounted Midnight Suns Scenario) (400): Your team – your family – is coming with your Hunter. After you stop Lilith you will all stay together. **[The Caretaker, Blade, Ghost Rider, Magik, Sister Grimm, Scarlet Witch, Captain America, Captain Marvel, Doctor Strange, Hulk, Iron man, Spider man, Wolverine.]**

If you want the four DLC characters you will have to complete their Scenarios.



Scenarios

Collectables (Requires Abbey Item and Collectables Drawback) (+500): Hunter has been asleep for hundreds of years and so many things have changed. It is almost a compulsion to pick up every little thing to inspect. To catch up you need to find all the Journal Pages, the Apothecary Vessels and the Bones of the Damned.

Rewards:

Item sense: You can tell something is important as it has a faint golden glow around its edges. You can even use this sense to find information on a specific topic.

Grimoire Journal: Bound with the skin of a dragon and burned with the symbol of the Midnight Suns (or any symbol you want), all the stories, spells and knowledge you find will be collected into this massive hard cover book. This will act as a self-updating font of knowledge that will continue into future worlds.

Agatha Harkness: Agatha has watched you run around her home and is willing to share the space with her. If you could figure out a way to resurrect her, she would have the Ghost Perk along with her witchcraft abilities.

Midnight Suns (+500): This is to complete the story of the Midnight Suns videogame. You must lead the team through the ups and downs. It will be considered complete with Cthon's defeat.

Rewards:

Child of Cthon: In the end you were possessed but you were able to break free from the Old God taking a piece of them with you; almost like they are the parent you never had. Now you are partially eldritch with Hunter becoming as much of your name as Jumper. Entities can't possess you again and you are not beholden to anyone. Your magic is enhanced with the fire of Midnight Suns; burning brighter in darkness.

Godkiller: Your blade is now tied to your soul cementing your identity. The blade will never stray far from you and can kill immortal beings that are magically protected from death.

Lilith: You had some time to connect within the Darkhold and she is willing to follow you on your future adventures. As seen after the sealing of Cthon the corruption of Cthon has been cleansed from her but the demonic form is still within her under her own power. She has the Minion Creation and corruption Perk along with her witchcraft abilities.

The Good, Bad and the Undead (+500): The first of the Vampyre scenarios. The Midnight Suns find Deadpool in the midst of a museum heist that quickly escalates when Sin gets involved. Deadpool allies himself with the Suns in the face of the new threat.

Rewards:

Don’t you forget about me: When you do a favour for somebody this Breakfast song will play reminding them that if there is anything they could do to help you they should do it. Using this you could be let into a supernatural team because you helped the leader fight some vampires even with the reprimands of others in their ear.

Chimichangas: An infinite supply of chimichangas whatever flavour you want cooked to perfection.

Deadpool: The Merc with the Mouth has joined the Midnight Suns and your travels so he can escape his angry client. {Who wants to piss off a dictator with a god complex? You’ve seen Team America. I have and I’m Canadian. At least Kim Jong-il didn’t have an iron armour and green ca...} He has the Healing Factor Perk and the Swords Item. {Can I have the Chimies? I’ll be really good.} He also has the Chimichanga Item.

Redemption (+500): The second of the Vampyre Scenarios. The Midnight Suns try to rescue Venom, but are forced into a deal with an old enemy. Differences are put aside as Venom joins the Suns to deal with the Vampyre threat and complete the deal.

Blood Magic: Taking a sample of Blood Venom you have perfected the art of Blood Magic. From sacrificing your own for a power enhancement, to controlling the liquid and many other things.

Crucifix: Taken from the church this necklace is a reminder that even through the hardest of times God is with us. The symbolism of God’s favoured child harms the infernal demons and vampires and will not break if you use it in a whipping motion.

Venom: The deadly protector has joined the Midnight Suns and your travels to try and be a better person by saving the world from Lilith’s hold. He and the symbiote are separate from any hive mind and have worked things out with Spiderman if both come with you. They have the first level of Knull’s Blessing being boosted to similar levels of Dark Carnage with Venom powers.

The Hunger (+500): The third of the Vampyre Scenarios. Morbius joins the Midnight Suns, and they work together to recover Morbius' stolen research before the Vampyres can use it.

Rewards:

Stolen Research: If your hard work is taken from you this perk makes sure any of your findings are cut back as a trojan horse that causes them more harm than good. Maybe it reveals their location or a way to allow vampires in the sun only lets them out for so long.

Secret Lab: Marvel scientists always get their research stolen or interrupted but not you because your lab and its contents are the highest level of secret. No one would know there was a lab unless you led them there and it is protected against teleportation and scrying.

Morbius: This Vampire of science has come to peace with his condition and hopes to direct his urges to those that deserve it like Lilith’s army. He is a Comic Book Genius geneticist with the Pseudo-Vampire Perk.

Blood Storm (+500): Storm meets the Midnight Suns, and they work together to locate the missing mutant Dahlia and deal with the Vampyre threat.

Rewards:

Friend of Freaks: The Morlocks hid in the sewers believing that nobody helps them but themselves, including groups like the X-men. You have a charisma boost when interacting with discriminated groups because you can understand the darkness inside.

Survival Bag: Cleaning up the Morlock Tunnel you find a discarded trash bag full of items. These items seem to change wherever you are based on what you need to scrape by for another day. A sleeping bag to sleep rough, some scraps of food and to get you through the day. Using just this bag by itself would be like living homeless.

Storm: The words of a young mutant have struck a chord with Ororo and she hopes to save humanity from Lilith's army. She has the Weather Manipulation Perk and alternate versions of her have had magical capabilities so she can learn Witchcraft.

A Deal Fulfilled (Requires The Good, Bad and the Undead Scenario, Redemption Scenario and Blood Storm Scenario to be completed) (+500): Dracula has run around long enough Jumper and after finishing his schemes you know things have to come to a head. Mephisto struck a deal saying that if you kill Dracula, you will be greatly rewarded so will you help the devil fulfil his deal?

You will have to fight through his Transylvanian castle facing both his Vampyre forces and whatever HYDRA goons Sin has.

Rewards:

Deal Keeper: By defeating the deal breaker you have learned to spot the signs of somebody that has broken their word or promise. This can include deals of a supernatural kind like a demon deal or something more mundane like breaking the law if they promise to uphold it as a member of society. If you act like a bounty hunter by punishing or bringing them down you gain a small percentage of their powers as a commission.

The Impaler: The vampire lord's moniker came both from his actions but this stake deserves the name as well. This weapon made of yew wood if stabbed into a person's heart can either kill them or comatose them with agony unable to move. This weapon can't be used against you or your allies.

Moon Knight: You found him in the castle screaming Dracula out as a nerd and he linked up with you for some "goddamn money" in his words. Although after defeating the count you offered him a place in the Midnight Suns which he accepted. Under the suit he is Marc Spector, Steven Grant and Jake Lockley avatar for Khonshu and can do much more than throwing random bullshit. Marc has multiple personalities based on the four aspects of Khonshu with

each identity cycling in charge of the body changing suit and fighting style with no rhyme or reason.

What if (Requires Hunter's Twin Drawback and Midnight Suns Scenario to be completed) (+500): Marvel is famous for their What if scenarios that dare to investigate different timelines. The Watcher, after taking note of how you defeated your twin, asks to watch what would happen if you were on the other side of the conflict. This will also have the added benefit of keeping Cthon from attacking this world again. To complete this Scenario Jumper you have to defeat Hunter and the Midnight Suns, betray Lilith and release Cthon.

Rewards:

Fallen Physiology: You have sunken low and screamed in the Abyss now just like every Fallen your powers have been enhanced with demonic energies. You have a demonic alt form to go with this that boosts your powers even further.

Crown: As a favoured one of Cthon you need a crown Jumper. This item displays that you are the heir of an Elder God. Those that see it can fall into a pit of fear or any basic emotions that they would feel when facing eldritch horrors because that is what you are.

Sabretooth: The one Fallen that died in the original timeline is coming with you and is willing to join the Midnight Suns. The mutant usually gives himself to his animalistic base instincts but can also be clever and a master manipulator. After watching Wolverine die, he buried the cat and mouse rivalry feelings he has had for over a century shedding his Fallen nature. With time and friendship, he can genuinely change for the better, but he will never betray you to save his own skin. He has the Feral Gene 2 Perk.

Revelations (Requires Apocalypse Drawback and Midnight Suns Scenario to be completed) (+500): After the forces of Apocalypse and Cthon were defeated the Apocalypse Twins Uriel and Eimen took over with new forces hoping to kill all those that aren't mutants by infusing their Horsemen with the power with demonic power. That was the plan, but this is actually four very powerful demons possessing the celestial warriors and will lead to an actual apocalypse. To complete the scenario, you purge the demons and defeat the Twin's plots.

Rewards:

Heir of Horsemen: For purifying the generals of Apocalypse each of the riders has given you a gift through five mostly inert Seeds; one for each Horsemen and Life along your spine. Each gives you a minor ability. Death gives your natural weapons an anti-regeneration effect that allows you to heal faster, War gives you an intuitive understanding to fight the hardest with any weapon, Famine allows you to cannibalise – both yours and others – energy levels for more power and Pestilence makes you a walking biohazard able to spread a meta-plague of your own design with increased resistance to disease. When using these powers your appearance may change to be similar to the Horsemen of Death.

The Horse of Apocalypse: You have a mechanical vehicle that transforms into whatever form you want along with adapting to your own abilities. Its primary form is of a metal horse, but it has a mental connection to you allowing for momentary shifting into any other animal, car or bike among other things. The vehicle can fly, is always slightly faster than you at full speed and has no need for fuel.

Providence: When the Horsemen started to go out of control the fifth horseman was released. He was created in the 19th century as a clone of Nathaniel Essex. Unlike the original or the many clones, he was made to support and does not hold domination in his mind. En Sabah Nur created a minister to advise whomever his heir would be but hasn't been awake since his conception. The clone is a Comic Book Genius and knows many branches of magic.

Witch Protector (Requires Witch Hunts Drawback) (+500): Just like how Sara and LIlith moved to Salem after they sent for help and the Suns have been called, you must help a community of witches in modern New Salem. Due to recent events, there is a lot of tension between the human and witch communities. To complete this scenario tensions must not break into witch hunts and there must be peace between the townsfolk because even if magic is used humans will wipe them out.

Rewards:

Prayers of the Faithful: By heeding the prayers and worries of all kinds your ears have been opened to cries of help beyond your sight. You have been designated as a problem solver and if you listen there will be something for you to do in any world. These will be things you can deal with but in times of great need you may be pulled in a specific direction.

Balanced Blades of Myth: Through your great deeds many times over you have proven to be a most worthy man of warrior and word gaining the loyalty of the Ebony Blade and Excalibur. The blades give you the ability to sense magic around you and are both exquisite weapons. Under a master hand god fearing folk would believe you invulnerable through the wilful aura of fear and hope. They can act as magic focus points like most artefacts and Excalibur has the ability of healing while the Ebony Blade consumes souls.

Ikol: If magic is turning lies into reality through force of will then Loki Laufeyson is the God of magic. A true trickster that applauds you for breaking the status quo. While being a frost giant he has the proportionate abilities of an Asgardian and a wide range of magical abilities that include shapeshifting.

Drawbacks

Your Own Person (Toggle): For all those who don't want to be Hunter.

New Game Plus (Toggle): The ending of Midnight Suns puts you out of commission if you follow the story so if you actually want (or take drawbacks) to spend ten years in this universe you should accept the certainty that you will get you out of the Darkhold in time for that sunset during the mid-credits scene.

All is not quiet on the Hell Front (+100): Time extender; 100 CP for ten years. Go wild if you want but be wary that Marvel is a crazy setting with many threats.

Balanced Magic (+100): Your magic is based on your soul and emotional state. If you lose control your magic will lash out. If you are good and light then your magic likes to be defensive and healing while dark likes to be aggressive and controlling. This alignment changes with dialogue and other actions.

Collectables (+100): You may not be a total hoarder Jumper but there seems to be a compulsion on you to collect the full set of a specific item. These can be rare comics or journal pages.

Bleeding (+200): There seems to be a lot of vampires Jumper – sorry Vampyres – and you seem to always have an open wound. This also makes you always hungry as you need to replace your blood sugar levels.

Taunted (+200): You are a very reckless Jumper and that is even before you take offence to the enemies singling you out. Your honour demands that you meet them single-mindedly. You gain tunnel vision in battle.

Stunned (+200): Everything is so bright and your brain takes twice as much to keep up with everything. You may have a concussion or a brain bleed but it takes great concentration to fight or even remember. It will take multiple healing sessions to fix this.

Lock (+300/+300/+300): For 300 CP you can't access either your out of jump power, out of jump items or your out of jump companions. Taking multiple concessions adds 300 CP with a full worth of 900 CP. If this is your first jump, take the free CP.

Weak (+400): Your muscles have atrophied laying in that tomb for hundreds of years and you need to train your body back to prime fitness; no cheating with perks.

Diluted Power (+400): Something went wrong with the soul resurrection and your magic is limited at the beginning. You are still corrupted as time goes on but you have to use double the power leading to faster mental exhaustion until you relearn spells yourself without perks. To use a metaphor water still goes through the hose, but the spurt is rusted.

Equal forces (+400): Rather than just four Fallen there is one for every Midnight Sun. This does not raise the numbers of the Midnight Suns in any way and if not defeated quickly the forces may exceed your own.

Curse of Love (+600): Whether they are a companion or not there is somebody that completes you Jumper, if a companion is not selected memories will be placed by the Benefactor. The problem with this is that your soulmate is dead and unreachable by any magic or science giving you nightmares of their bloody torture and demise. This loss will hang over you and only through opening up can the weight be lifted slightly.

Life is the Game (Requires Cards Item) (+600): Some see freedom in the chaos of battle but whenever you have to face the Lilin you have an out of body experience and have to take over the teams' actions using your deck of cards. Attacks will be on a turn basis with different effects coming into play. Your attacks will also lean on probabilities.

Hunter's Twin (+800): So Hunter is the glue that keeps the Midnight Suns together and is a gift to the side of humanity holding back against Lilith and Cthon but what if there was another. Your dark twin will be equal to you in power having the same perks, powers and items purchased and is fully on Cthon's side. The Midnight Sun prophecy still applies to you but now there is a Midday Moon.

Apocalypse (+800): Apocalypse sees Lilith as a way to kill the weak humans from the Earth. He has called on his descendants – Clan Akkaba – who are all powerful mutants and wishes to wipe you off the board. If you go through them you will have to duel the Celestial enhanced mutant in a final duel. Don't think that will be so easy; to begin with his mutant ability allows him to control his own atomic structure.

Witch Hunts (+800): With Hell coming loose humans are blaming magic users worldwide. Don't expect for people to cheer for you and they may even realise you have something to do with the trails of destruction. The witch hunts of Salem were deadly events and that was before humans made automatic weapons of mass destruction. There may even be hunters after you.