

AMALGAM COMICS

Jump by Aehriman

Once there were two brothers who after long slumber, became aware of each other. To prevent them from destroying each other and their inhabitants, for each was a universe unto himself, a series of battles of champions ensued. When neither would yield, by the grace of the Spectre and the Living Tribunal, the two became one!

Welcome to Earth 9602! A Comic Book reality similar to, yet distinct from, others familiar to you. In this world, an alien rocket ship carried a dead infant to Earth, whose cells were used in a serum that turned wimpy Clark Kent into the mighty Super Soldier! Losing his parents to a brutal, senseless crime inspired Bruce Wayne to become an agent, and eventually director, of SHIELD, while a similar incident caused Logan to stalk the night as Dark Claw.

Millionaire aircraft designer Hal Stark, mortally wounded in a crash caused by an alien space cop, used the alien's technology to create the life-saving Iron Lantern Armor. The weather witch Ororo won a contest of skill and the right to represent Amazons to the world as Wonder Woman, while defeated and disgruntled Princess Diana joined the Hand as an assassin. Blaze Allen made a pact to avenge his family, bonding to the demon Etrigan to become Speed Demon! Four inexplicable survivors of a rocket crash become the Challengers of the Fantastic. John Jones is the Martian Vampire Hunter. Because the Justice League would not take mutant concerns seriously enough, the mutant members broke off to form the JLX, Red Vision left too, for some reason.

In space, things are chaotic as well. Thorion of the New Asgods, at the command of Highfather Odin, strives to prevent Thanoseid from obtaining either the Infinity Gauntlet or Anti-Life Equation. Either would be really bad, but to do so he must oppose his own father, and his brother Lok'Desaad. Galactiac consumes entire worlds preserving only data and small samples, while Uatu the Guardian looks on with concern.

It's going to be a crazy, hectic ten years. Have **1,000 comic points** (cp) to help you get started.



LOCATIONS

Select one or roll for +100 cp.

1. **New Gotham** – A city riddled with crime, and with a shadowy protector.
2. **Coast City** – Home of Stark Aerospace, a West Coast party town.
3. **Traveling Circus** – Home to many a hiding mutant, and motorcycle stuntman Blaze Allen and his nephew Wally.
4. **Cadmus** – A think-tank dedicated to duplicating the Soldier, or providing similar heroes, located a dozen miles from Manhattan.
5. **Atlantis** – A domed city at the bottom of the ocean, a haven for mutants. Only everyone has disappeared.
6. **Zenosha** – Island nation off Africa, famously hostile to mutants and home of the Church of Brood.
7. **Latveria** – Idyllic Balkan state, and domain of the unkillable Doctor Doomsday.
8. **Free Choice** – lucky you, you get to roll, and pick!

AGE, RACE, SEX, ETC.

Feel free to change any of these things about yourself, if any bothers you at all. No charge, just a neat little bonus to your multiversal adventure. In fact, feel free to x out any medical or psychological conditions you don't want while you're at it.

ORIGINS

Any can be a Drop-In.

Civilian – You don't want any trouble (so why did you come here?) You just want a normal life with normal problems (such a bad choice) Best of luck.

Vigilante – More of a violent type, like Trevor Castle, or sometimes Dark Claw. You stalk the shadows, probably covered in an absurd number of pouches.

Hero – The world changed, colorful modern gods exist who wear their underwear on the outside. You are one of these.

Villain – Why bother fighting for the masses, if you'll just leave the world in a few years anyways? Have you seen how they feel about mutants? No, you'll take what you can of value from this world, maybe rule it.

SPECIES

You may get various powers as freebies from your species, we can't track them all, so you're on the honor system here.

Human (free) A hairless ape from the third planet of the Sol system. Mostly harmless.

Amazon (-100 cp) Technically human, but gifted by the goddesses with immortality and superhuman strength and grace. The Amazons live on a hidden island paradise the world only recently rediscovered thanks to the efforts of Wonder Woman and the renegade princess, Diana.

Atlantean (-100 cp) The underwater, technically amphibious, variety of the above, a subject of the Mariner and resident of the legendary first home of mutants. You may or may not have a fishy look that sends New Englanders running in

panic, but can breathe underwater and are significantly stronger and tougher than baseline humanity, able to resist the crushing pressure of the stygian depths.

Alien (variable) Not from around here, eh? There are an awful lot of aliens in this universe, so we've got ground to cover. If your alien species is basically humans with animal features or funny skin, this is free. Something like Thanagarians or Zundranites with a useful native ability are 100 cp. Significant powers, like Tamorajans are 200 cp. 300 cp for those with very versatile powers or potential, like Kymellians, Klyntar or the Brood. 400 cp for esoteric beings who challenge the nature of identity like Revenants, Dire Wraiths, the Phalanx. 600 cp for Kryptonians, Skrulls, Eternals or Guardians. 1,000 cp for aping the Celestial, Emotional Entities, and other cosmic forces.

Synthezoid (-100 cp) An advanced form of robotic life, like the Red Vision, Silver Tornado, or the Magnetic Men. Because sometimes heroes are made, not born. You're probably a lot sturdier than your compatriots who are made of meat, and smarter as well, but be careful around magnets.

Mutant (-200 cp) A human with superpowers, hated and feared by all... unlike all the other people with superpowers, for some reason. Still, it is a convenient explanation for why people have two or three sets of unrelated powers or skills, so take a bonus in the powers section.

Dragon (-400 cp) Always be yourself, unless you can be a dragon. Then always be a dragon. You may be a mystic dragon like Karfang, an alien dragon like Fin Fang Flame. Whatever the case, you are a very large, flying, fire-breathing reptile and it is only with very recent technology and super-champions that this world holds any real threats for you.

New Asgod (-600 cp) Asgard perished in the flames of Ragnarok, then there was new light! As a resident of New Asgard or Apokalypse, you embody a single concept over which you have perfect comprehension and vast, vaguely defined control. Besides being immortal, with immense strength and endurance, and access to advanced magic and technology undreamt of by mortal man.

Hybrid (variable) It's a comic-book universe. This means people get busy and have kids, even with robots and aliens

and things that don't make any kind of sense. If you want to experience being torn between two worlds, you can hybridize any of the above species by adding their cp-costs together.

Clone (variable) Don't want the drama of any personal history? Instead of being one of the above, you can be a clone of a member, or a few members, of that species by paying the same cp cost. You may halve that price if you elect to be a flawed clone, with only half the strength or benefits.

NATURE

By default, you are a visitor to this hybrid world, appearing after the creation of a fused timeline. But is this not a unique opportunity? What else is the chain for, if not the chance for something new and different?

For 100 cp, you may start in the Marvel or DC universe right before the universes fuse. You yourself will be blended with the character you most resemble, in character and abilities, in the other universe. You will retain your memories from outside the Jump, but gain the origin memories of an amalgamated character.

For 200 cp, you may be fused to two characters, from either or the same universe.



COMRADES

Teammates (-100 cp) Import up to ten Companions with 800 cp of their own to spend. Companions cannot take drawbacks for more points, or Companions of their own. This may be taken multiple times to add more Companions, or provide

recruited Companions with local perks or gear after the Jump ends.

Dark Claw (-50 cp) Logan stalks the night, his ninja training complementing his mutant abilities. A fantastic tracker and detective, a regenerator who may be unkillable, with claws and berserker fury when it really hits the fan.

Super-Soldier (-50 cp) Mild mannered reporter Clark Kent volunteered for Project Rebirth and was shot full of dead Kryptonian baby juice, gaining the powers of a Kryptonian, he fought for truth, justice and smashing Nazi faces in, before being frozen for fifty years during his final battle with Ultra-Metallo. Now Clark is a man out of time, a soldier fighting the good fight.

Spider-Boy (-50 cp) Peter Parker, Cadmus prodigy, died in a tragic lab accident. This is his gravity manipulating, wisecracking, perpetually teenaged clone.

Iron Lantern (-50 cp) Hal Stark can be a little arrogant, but after almost dying in a crash, building a lifesaving armor out of alien materials and from the strange ring and battery he found, he's stepped up as a hero.

Wonder Woman (-50 cp) Shipwrecked infant Ororo Munroe washed up on Themiscyra and was adopted by the queen, who was astonished to find the child blessed by Zeus with dominion over the skies.

Speed Demon (-50 cp) After refusing to pact with the Night Spectre, stunt rider Blaze Allen was bonded to the demon Etrigan. Together, they are Speed Demon, the fastest devil alive.

Bruce Wayne (-50 cp) The director of SHIELD is very hands on and driven, practically fanatical, on the destruction of Hydra, the organization that killed his parents.

Lobo the Duck (-50 cp) A psychotically violent cartoon character from another dimension. He hasn't noticed or doesn't really care that most people can't survive his Tom and Jerry routine.

Bat-Thing (-50 cp) Famed geneticist Kurt Sallis experimented on himself, becoming a flying monster reviled

by the world. Beware, Jumper, for whatever knows fear burns at the Bat-Thing's touch.

Assassins (-100 cp) Catsai and Dare, bombshell killers for hire, take a liking to you and are willing to come with.

Bullets & Bracelets (-100 cp) The renegade Amazon princess, Diana, became the assassin and vigilante Freelance, and rival to Wonder Woman, before hooking up with vengeful former marine Trevor Castle, the Punisher. Together, they fight crime.

Strangefate (-100 cp) Charles Xavier always knew he was different, but didn't truly unlock the power of his mind and spirit until he became the disciple of Nabu the Ancient One, who was since murdered by Mordo and became some fancy headgear. Doctor Strangefate is the only one to know the true origins of this universe as a space-time anomaly, and was prepared to outlive it in order to save it all.

Other (-100 cp) Any other single character from the Amalgam universe.

Teams (-200 cp) Maybe you found a whole team you want to come with, like the Challengers of the Fantastic, JLA, X-Patrol or something. So, take the whole team.



PERKS

Have at Thee! (free all) It's not quite the berserker battle-lust of Thorion or Dark Claw, but you can handle yourself in a fight better than most, and enjoy a challenge.

You never freeze up or hesitate when fists are flying or steel is drawn.

Well Drawn (free all) You're a pretty one, no doubt. Incredibly appealing to anyone with an interest in your biological sex.

Doctor (-100 cp, free Civilian) You hold a PhD, MD, or JD with all the attendant knowledge and skills. Can be taken multiple times at a discount, first is free for civilians.

Safe and Sound (-100 cp, free Civilian) Barring a drawback stating the contrary, you can always start a Jump in a safe area, free of immediate danger. It will be at least a day before local forces, even precogs, react to your presence.

Sense of Self-Preservation (-100 cp, free Civilian) When the going gets tough, you get going. You can tell when things are about to go south, and when it's time to leave if you don't want trouble.

Marvels (-200 cp, discount Civilian) You may not be an important person, but you run into them with great regularity. More, these heroes and villains seem to see you as a representative sample for the rest of humanity and take your views into consideration.

Sense of Truth (-200 cp, discount Civilian) It doesn't take a genius to tell the *Bugle* has an agenda with Spider-Boy. Harder to discern the truth about figures like Gordon Godfrey or Lord Maxwell. So much of the truth is about perspective. You can tell when a writer or speaker at least believes in their message, when they have doubts and when they're outright fibbing.

Small World (-200 cp, discount Civilian) You are incredibly fortunate in meeting powerful people, I'm not talking about superheroes. Sooner or later, whether as childhood friends or at a party, you tend to meet all the people who have the means and the will to change the world.

Fact of Life (-400 cp, discount Civilian) The universe itself is a temporary aberration, to say nothing of all the time-travel. Well, you cannot be erased and if history is altered you will be present and remember the old version just fine.

Level the Playing Field (-400 cp, discount Civilian) In an age of gods, some men build power armor to keep up, some make armies of killer robots. Do you see the things people have to do, to mimic a fraction of the Soldier's power? You are especially good at coming up with technologies to replace or counter super powers. Who needs to fly when your jets can circle the world just as fast?

Well-Adjusted (-400 cp, discount Civilian) Some people devote themselves to vengeance, you've learned to move on. In fact, nothing can really change you against your will, or control you, ever.

Simply Glorious (-600 cp, discount Civilian) You have an incredible charisma about you. You could raise torch and pitchfork mobs against the Super-Soldier, have Justice League members framed for your crimes, and walk away laughing. Or you could try to heal the rifts in society and help people make each other better, but that sounds like a lot of work. Either way, you're an incredible orator and intensely likeable to a degree that is hard to distinguish from actual mind control.

Intimidation (-100 cp, free Vigilante) You don't get far in independent crime-fighting without the ability to get information from others, mostly by the implied threat of violence.

Motivation (-100 cp, free Vigilante) Maybe you watched your parents be shot, maybe something else happened. Point is, you never lay around wondering if you should get out of bed or if you're doing the right thing. Crime never sleeps, so you can't rest too long either.

Artist (-100 cp, free Vigilante) Surprising some, you're really skilled at painting, drawing, writing, music. All forms of art, really. Hey, everyone needs a hobby.

Friends in Low Places (-200 cp, discount Vigilante) You find underworld contacts with ease, whether you need information or to be smuggled into Madripoor.

High Potential (-200 cp, discount Vigilante) Whether it's wizards looking for a champion or demons for a contract, SHIELD or Hydra or something else, people of all kinds tend to see you as a priority recruitment target and would love to offer you powers, resources, a trial run. As well as to

explain their goals and ideology, though not everyone will be completely honest.

World's Greatest Detective (-200 cp, discount Vigilante) You're like a walking forensics lab meets Sherlock Holmes, able to take in a crime scene at a glance and notice tiny traces or discrepancies that would escape the scrutiny of anyone else. You know how criminals think, have memorized the Interpol and SHIELD databases, and have the will to never, ever give up on a case.

A Certain Skill With Violence (-400 cp, discount Vigilante) Unlike the heroes, you've learned that some people deserve no consideration. You can put down the monsters, easily with the skills of a combat veteran, and not lose a minute's sleep. Of course, the heroes might not get this, but villains will never forget that you can and will kill them, making it a lot easier to intimidate them.

Lucky You're Not In Jail (-400 cp, discount Vigilante) You'd think one of the stuffed shirts like Super-Soldier would do something about your murderous rampage through the criminal underworld, but somehow they never quite seem to. As long as you're only hurting bad people, the authorities never seem to care overmuch.

You Saved My Life (-400 cp, discount Vigilante) People are appropriately grateful when you rescue or spare them. They may become your sidekick or disciple, or simply agree they owe you a favor later, but they will wish to reward and aid you in some way.

Theorist (-600 cp, discount Vigilante) Conspiracies are everywhere, stoked by aliens and ancient cults. Politicians have been replaced with moloids, and who on Earth funded the Sentinels in the first place? You are a skilled and fortunate investigator, the perfect monkey wrench to their plans. You further benefit from a form of 'plot armor' while on the case. Attempts to silence you or discourage your investigation will fail until you have your answers and have decided what to do about it. All of these benefits scale up the more entrenched and capable the conspiracy opposing you.

Clark Kenting (-100 cp, free Hero) But Clark Kent wears a mask and always has? Regardless, you can do without one because people have a mental blindspot that makes it pretty

much impossible to connect your normal and superhero identities unless you explicitly tell them.

Not so Cosmic Consciousness (-100 cp, free Hero) You are always aware of threats to the country, planet and universe you dwell in, in broad strokes if not all the details, that will take legwork.

The Brave and the Bold (-100 cp, free Hero) Isn't it so tiresome how heroes encounter each other, fight over some silly misunderstanding, but then are best friends? You quickly bond with fellow heroes, no fighting needed.

Here To Help (-200 cp, discount Hero) The appearance of super-powered beings is highly disruptive to society and brings up the kind of existential dread of a species wondering if they're looking at their replacements. Not so for you, people judge you for your actions and not your abilities or origins.

Popularity Power (-200 cp, discount Hero) This universe was forged in a series of duels decided by reader polls, and so you gain a boost to power and skill based on the adoration of the masses. By itself this won't let John Q Public throwdown with Thanoseid, but is enough for Aquaman to beat up Namor.

Techhead (-200 cp, discount Hero) Your skill with engineering can match that of Hal Stark. You can craft basic power armor and code your own computers. You are especially gifted in reverse-engineering new and alien technology in hours.

Extend a Hand (-400 cp, discount Hero) Never use a blade before a fist, never raise a hand before extending it in friendship. You can tell the truly evil from the mad and both from the desperate, and have an incredible ability to talk down the latter two categories.

Sacrifice (-400 cp, discount Hero) Always a shame when a hero falls, never to rise again. Once per Jump or decade, you may return from the grave, and if you died in a suitably heroic manner, you will be rewarded with greater powers than before. Perhaps giving you life to save the universe would make you the equal to Uatu or the Celestial?

Third Option (-400 cp, discount Hero) You don't ever trade lives. When presented with two distasteful choices, you can always find a third way, one that saves everyone. It won't be easy, it may be incredibly risky, but it will always be possible.

Join You In The Sun (-600 cp, discount Hero) The point of heroes is not just to save lives or prevent disasters. It is to remind the common people of who they could, and should be. Not only is your will limitless and inviolable, you are casually inspiring, igniting that same spark of compassion and unflinching principle in all who see you. They will rush, stumble, but one day, everyone will join you in the sun.

Crimes (-100 cp, free Villain) You can pick pockets, or locks, are a skilled burglar and safecracker and con man and otherwise familiar with a wide range of ways of making cash quickly.

Fight Dirty (-100 cp, free Villain) It's really low to take a hostage, or throw sand in the eyes, or kick below the belt. But there's no referee awarding points here. You know how to take people down with brutal efficiency, and all the tricks to let you scrape a win against a superior enemy. It may not be clean, but it works.

Style (-100 cp, free Villain) Heroes usually win, but the villains are cooler. You embody the kind of vibe, whether an evil overlord or more of a young bad boy. Remember, presentation matters!

Inevitable Betrayal (-200 cp, discount Villain) So many enemies, so little time. You are the master at playing your foes against one another, whether it's manipulating the JLX into fighting Iron Lantern for you, or seeing a fellow criminal gets so focused on the heroes he doesn't see you angling to end your partnership. Isn't it a merry world, where your problems solve each other?

Protect the Master! (-200 cp, discount Villain) Whether moloids or robots, your creations are slavishly devoted to you. They will cheerfully die for you, risk themselves on your merest whims. If you make even a token effort you can be lifelong friends.

Reclusive Philanthropist (-200 cp, discount Villain) You have an amazing ability to wriggle out from accusations.

Who are people going to believe, an American legend back from the grave, or the reclusive billionaire with the skull face? Clearly, it's you.

Think You Can Hold Me? (-400 cp, discount Villain) You're like the Hyena, sooner or later you're always coming back. They can put you in prison, you'll be out inside a month. Likewise if sent to the Negative Phantom Zone or launched into outer space. Disintegrated? It was just a Doomsdaybot, provided your schemes entertain your patron enough.

Power is Power (-400 cp, discount Villain) It's not what you have, but how well you use it. You understand your powers and resources thoroughly, able to wield them with nanoscale precision to deliver the best effects. You never have problems integrating or mastering new powers to the same level, certainly no drawbacks like unforeseen mutations or overloading.

Villains Act (-400 cp, discount Villain) The best way to win is to prepare a wide variety of plans for a wide range of outcomes. Sometimes the heroes ruin your day, but if you ruin their reputation, or the operation they destroyed was only one of three, who really cares? You're great at turning setbacks to your advantage or minimizing fallout, to the extent you're almost always getting ahead somehow.

Genius (-600 cp, discount Villain) You might not be Galactiac, yet, but you are more than capable of working with technology from a century in the future, devising flawless schemes decades in the making and more. You understand things almost as fast as you see them, reverse-engineer strange devices with ease. More than this, your intellect is boundless in potential. With sufficient time and worthy challenges, you might just match Galactiac after all.



ITEMS

Costume (free) Your very own distinctive three-color outfit. Probably got a lot of pouches and stuff. Very flexible and comfortable in a huge range of temperatures.

- **Armored** (-50 cp) Your costume includes a kevlar-nomex weave and armored panels.

Firearm (-50 cp) Your choice of gun, never runs out of ammo or jams. An unusual choice in the business, but both Punisher and Deadeye exist, so...

Prof Arms (-50 cp) A mechanical vest with four extending tentacles controlled by your thoughts.

Utility Belt(s) (-50 cp) A belt, or series of pouches with superheroic gear. A penlight, smoke bombs, lockpicks, fingerprint dusting kit, radio, plastic explosives, grapnel and cable, mini-camera, high-density energy battery, recorder, rebreather, first aid kit, tiny cutting torch, cuffs, and a number of throwing darts, knives or similar weapons.

Adamantium Bones (-100 cp) Your bones are coated in adamantium and are thus virtually unbreakable.

Money, Dear Boy (-100 cp) Twenty million dollars per purchase. Renews at the start of future Jumps in the local currency.

Shield (-100 cp) An indestructible shield in the shape of some alien glyph, akin to that used by the Soldier.

Web Pistol (-100 cp) A small gun shooting web fluid which is both sticky and strong. Dissolves in two hours.

Adamantium (-200 cp) An indestructible metal unique to Wakanda. You get one ton that replenishes weekly.

Ride (-200 cp) A custom and incredibly advanced vehicle, like the Clawmobile, Clawcopter, Claw any vehicle really, or Quinjet.

Rocky Belt (-200 cp) An invention of Prof Richards, this belt can turn the wearer into a four-armed rock monster, a kind of... Thing, and back again with the push of a button or simple removal.

Lionheart Amulet (-300 cp) A charm that allows you to channel the collective power and will of an entire nation and/or people to whom you belong, enhancing your strength and possibly providing flight and energy blasts.

H-Dial (-300 cp) An old rotary dial, by entering H-U-S-K you can turn into a random superhero with considerable powers.

Magnetometer (-300 cp) No, not a compass or other magnetic detector, Rather, this device uses magnetic power to animate metals, forming a sapient construct with power over that same metal, a magnetic man. You also have the plans to make more.

Doomsday Portal (-400 cp) Far less intimidating than it sounds, this is the device Doctor Doomsday was going to use to summon distorted versions of the heroes and villains of this world. Yours allows travel through the 'local' multiverse, from here you could access any Marvel or DC Jump, but in the future will be stuck with variations of the basic Jump theme.

Iron Lantern Armor (-400 cp) The most powerful weapon in the universe, or so it is said. Drawing on a power battery and the green light of will, this armor's supercharged repulsors can manifest anything the wearer can imagine. It is forged of alien alloys that make a mockery of terrestrial weapons.

If you prefer some terrestrial firepower to go with your will-powered energies, you may instead elect to wear Stewart Rhodes' War Lantern armor.

Sorcerous Regalia (-600 cp) A collection of mystic artifacts of vast power, beginning with a cape that lets you fly and protects you from most spells. The helm of Nabu the Ancient One, and the All-Seeing Eye of Agamotto. Even the most mundane and boring person in the world could learn to be a master of the mystic arts with these tools and this teacher.

Hammer of the Old Gods (-600 cp) A hammer from before Ragnarok, wielded by an unknown warrior god before Highfather Odin used it to revive Thorion. Whoever holds this hammer, if they are worthy or paid cp, shall possess the power of the Astro-Force.

Erskine Formula (-800 cp) Four doses for granting Kryptonian powers, like Super Soldier or American Belle, refills at the start of each Jump.

Skis (-800 cp) The skis of the Silver Racer. These can fly you to the far end of the universe in the blink of an eye, and casually outrace any speedsters you might encounter as well as granting access to the Power Cosmic.

Mother Cube (-1200 cp) The ultimate weapon of Apocalypse, the sapience and miraculous capabilities of a Mother Box wedded to the absolute power and range of the Cosmic Cube. Usually, Mother Cube kills the wielder, but we'll assume she likes you for whatever reason.



POWERS

Mutants gain +400 cp for powers.

Aim (-50 cp) You have fantastic coordination, and can match Deadeye and Hawkeye in feats of accuracy.

Camouflage (-50 cp) Like Runaway, you can blend in with your surroundings. You don't quite become invisible, but you make a decent impression as long as you only move very slowly.

Claws (-50 cp) Some kind of retractable slashing weapon in your hands, could be knuckle-dagger like, as Dark Claw has, extending nails or something stranger.

Cry (-100 cp) You can make a fearsome noise, a sonic scream like Canary, which is a devastating short-range weapon.

Enhanced Senses (-100 cp) Like Dare, your senses have expanded beyond human limits, granting incredible sensitivity and even a radar sense.

Fortune (-100 cp) You are lucky enough for it to count as a superpower, your enemies tend to trip or miss you when most needed.

I'm Mortal (-100 cp) Like Savage Shaw, you are ageless and immune to all disease.

Lightshow (-100 cp) Like Sparrow, you can conjure exploding lights. With a steady stream you could knock someone off balance and maybe inflict some burns, but mostly your 'fireworks' are useful as a distraction or to disorient opponents.

Reincarnation (-100 cp) You aren't just any schmuck, but the reincarnation of a famous... something. Warrior? Artist? Inventor? Whatever, with your inherited memories comes an incredible, nearly superhuman skill.

Wings (-100 cp) Like Hawkangel, you can fly on wings that are... honestly still pretty inferior to anything but a helicopter. Ah, you know you're jaded when you barely marvel at flight anymore.

Elastic (-200 cp) You can stretch, shrink, and grow to enormous size.

Energy Blasts (-200 cp) Whether eye-beams like Super Soldier and Apollo, or from the hands like Shatterstarfire,

you have a means of range attack that can carve up main battle tanks with ease, yet still be used in nonlethal combat.

Enhanced Self (-200 cp) You've undergone treatment similar to Dare's, making you roughly ten times faster and stronger than normal people, along with a perfect memory and photographic reflexes letting you learn a move by seeing it once.

Ferrous (-200 cp) You can transform your body into living steel and back again.

Healing Factor (-200 cp) Like Dark Claw, you heal with incredible speed. Even slitting your throat won't kill you, though it will certainly hurt and inconvenience you.

Shapechange (-200 cp) Like Beastling, you can transform into any animal, even something like a dragon. But you don't gain magical or supernatural powers by doing so.

Uncle Sam! (-200 cp) Like Freddy Rogers, when you say these magic words you transform, gaining the wisdom of Lincoln, strategic ability of Eisenhower, cunning of Nixon, and otherwise one virtue/skill for each U.S. President.

Weighty Matters (-200 cp) Like Spider-Boy, you can control your personal gravity field, making yourself lighter or heavier, or making down any direction you choose. You may extend this effect to people or objects as long as you're touching them.

Magnetic (-200/600 cp) Like the Magnetic Men, you have a strong sympathy with a particular metallic element, so you can mentally command it and any alloys of it. Things like lead, tin, gold, iron, etc. This power works over great distances and you can easily multitask. For a full 600 cp, your powers are like that of Magneto, able to manipulate electro-magnetic fields directly to fly, make forcefields, electrocute your foes, and to command all metals whether or not that makes sense.

Teleporter (-200/600 cp) You gain teleportation similar to Nightcreeper, range of a dozen miles or so, better if you can see your destination or know it really well, hope you don't appear in the same space as something else. For 600 cp, your teleportation is more like Ambush the Lunatik's, with the

range of a solar system and if you intersect anything, it's not you who will have a bad day.

Elemental (-300 cp) You can control one of the classic elements (earth, air, fire and water) or ice with a great deal of power and precision. This can be taken multiple times.

Daemonic Pact (-300 cp) Away, Away, form of Man! You have bound your soul to a demon, and transform into it with a short chant. You may attach any other power(s) from this document to be held by the demon instead of yourself. You can't access them without their cooperation, but the power itself becomes ten times stronger.

If you hate the idea of trucking with a literal demon, this can be an undead or inner monster, like Skulk.

Hand of Khonsu (-300 cp) like Moonwing, you are the chosen of the god of the moon and vengeance. Your strength and power double with the half-moon, quintuple when the moon hangs full in the sky. The full moon also brings dreams and visions of terrible crimes which must be avenged.

Imperius Rex! (-300 cp) You have the powers of the Mariner, his vast strength, flight, breathing underwater and the ability to commune mentally with sea life.

Wraith (-300 cp) You have an innate connection to the Darkforce Dimension, allowing you to teleport, grant substance to shadows, control darkness and force people to confront their inner fears.

Cartoon Physiology (-400 cp) Like the Main Mallard, Lobo the Duck, you came from another universe where things worked... differently. The largest explosions leave you slightly singed, being pancaked by an anvil or ground into sausages are slightly inconvenient, and quickly and easily healed. You may just be indestructible. You also have a hammerspace containing any number of gag items.

Divine Domain (-400 cp, first free New Asgod) You are not just flesh, but the embodiment of a concept. It could be a natural force, like the storm or a volcano, or an abstract concept like tyranny or rhetoric. Either way, your understanding of your domain and all things related to it is absolute, you can sense any related phenomena at great distances and control your domain, though at times it may be... complex. A war god could cause war to taper off or kill

less innocents, but might find it difficult to stop a war altogether, for instance.

Speed Force (-400 cp) You have a connection to the source of all motion, allowing you to run with incredible speed. You start at just about 200 mile per hour, but your speed will quickly grow the more you use it, soft-capping somewhere around c. In time, you may learn to vibrate through solid matter, time-travel, steal momentum and other tricks.

Tempest (-400 cp) You command the skies as Wonder Woman does, whether striking your foes with a bolt from the blue, bringing rain or drought or snow as pleases you, bowling your foes with a strong wind or other applications.

White Witch (-400 cp) By speaking backwards, you can alter probability, causing massively unlikely events to occur via chaos magic. Speaking backwards comes quite naturally to you.

Psychic (-400/800 cp, lower level free Skrull/Martian) Your mind spills out beyond your skull, able to alter the world around you and listen to, even alter, the thoughts and feelings and memories of others. For 400 cp, you are the equal of Charles Xavier or J'onn J'onzz. Double that price to match the likes of Ex-Man and Dark Firebird, a psionic power that beggars belief.

Human Lantern (-600 cp) Like the WWII hero of the same name, you can engulf yourself in mystic green flames, which you control and shape into all manner of constructs, as well as to cause a wide variety of magical effects. It really is like being a human Green Lantern ring.

Super-Soldier (-600 cp) Seems you got a shot of Dr. Erskine's Kryptonian-baby juice, who knew there was a second dose? You have the powers of a mature Kryptonian, the strength, speed, invulnerability, flight, the enhanced senses, the heat vision. Pity this world is saturated with Kryptonite dust fallout thanks to the Green Skull, so your powers will be noticeably weaker until you leave. But that still leaves you one of the strongest beings around.

Access (-800 cp, discount Civilian) You really aren't from around here, having become aware during the Brother's conflict of immense cosmic power. You can open portals to variant timelines of the reality the Jump is in, summon people from them, or even touch two people and produce a

third that fuses their personality, abilities and history. You can also recognize any time-travelers or dimension hoppers on sight. You can adjust time a little forward or back when traveling, no going back to see the dinosaurs, but if you wanted to go back a few months or treat a timeline as if it had paused when you left, go ahead. You can also teleport with universal range.

Tachyon (-800 cp) It seems Highfather Odin turned you into a Source elemental, though you can become lesser forms of energy, just as heat, light and radiation across the spectrum. In your Source form you may access all knowledge, though it can take a very long time to find anything specific.

DRAWBACKS

The New Dark Claw Adventures (+0 cp) If you wish, this world can take on the appearance of a Bruce Timm animated world.

Echoes of Two Worlds (+0 cp) If you so choose, you can insert yourself into this world's history in a way that mirrors your interactions with the component characters from DC and/or Marvel. So if you spent time as a Robin, Dark Claw will remember you fondly and maybe Bruce Wayne will see you as a protege.

Amalgam Cinematic Universe (+0 cp) By default and on the page, Amalgam was a fusion of Earths One and 616. Still, many variations exist. You may substitute this Jump with one Marvel and/or DC universe for some variation. The broad strokes will remain the same but perhaps some corner of the universe will be very different. You may add one Jump from each company as a supplement if you wish.

Two Brothers Divided (+0 cp) A gift for all of you on random rolls, proceed directly from here to any Marvel **or** DC comics Jump.

Bad Press (+100 cp) Only Spider-Boy can match you in PR woes. Not that the press hates you or anything, but in that they sensationalize and start rumors about you all the time.

Galactic Guardians (+100 cp, incompatible with Generation Hex) You arrive in this timeline in the year 2099, long

after most of the heroes and villains you'd know have passed away. This is the time of the Legion of Galactic Guardians. Any enemies or companions you take are adjusted to the time-setting.

Generation Hex (+100 cp, incompatible with Galactic Guardians) Well, now we're going old-school. You arrive in the 1890s, when malforms (mutants) try to eke out a living on the wild frontier, far from a civilized world that hates and fears them. Any enemies or companions you take are adjusted to the time-setting.

Curiosity (+100 cp) You just can't leave well enough alone, can you? When you smell a mystery, when someone has a secret, you just have to pry.

Depth Perception (+100 cp) You are down one eye, messing with your ability to precisely judge distances and giving you a heck of a blind spot.

Hideous (+100 cp) Your face is utterly horrifying to look at. Better invest in a mask, or get used to people running, screaming, vomiting, etc.

Price (+100 cp) There's a million dollar bounty on your head (or equivalent sum if in the future or past) and lots of mooks lining up to claim it.

Rhymer (+100 cp) It seems you must rhyme/all of the time. Speaking in verse/may not seem perverse, yet keep it up and it will serve/to grind away thy very final nerve!

That Really Hurts! (+100 cp) You are twice as sensitive to pain as you otherwise would be. If knocked out by any means, drugs, blunt force trauma etc. you will be unconscious twice as long.

Interesting Times (+200 cp) You'll never lead a quiet life. Exciting people and events stumble upon you all of the time, and if there's an event comic going on, it's a really safe bet you're getting involved somehow.

Joke's on You (+200 cp) The Hyena has set his sights on you, and he is a persistent one, and creative in his sadism.

Trio (+200 cp) The Terrible Trio, Green Goblin, Scarecrow and Silicon Man, have pledged themselves to your

destruction! Two are cunning, two are powerful, and besides being brains, Scarecrow has that famous fear toxin that bypasses any immunity you might develop.

Unmasked (+200 cp) You have no secret identity, your face, name and powers are all widely known.

Editorial Mandate (+200/600/800 cp) Can't have this overpowered character come from nowhere, we've already got one! For 200 cp, lose any powers not native to this setting, or any other Marvel or DC Jump. For 600 cp, all powers outside this Jump are suppressed. For an extra 200, bringing the total to 800 cp, lose your Warehouse access and all your gear as well.

Phobia (+300 cp) You have a deep-set, crippling terror of a particular thing, like Wonder Woman's fear of drowning, or perhaps claustrophobia.

Science! (+300 cp) The Weaponers of AIM have learned of your nature as a multiverse-hopping eldritch entity gathering limitless power to itself and they are... intrigued. Some want to dissect you, some to control you, some to find a way to steal your powers for themselves.

Invasive (+400 cp) There's something inside you, something unnatural and always waiting to subvert your will and your flesh. It could be a techno-organic virus, a Brood parasite, the shadow of your suppressed evil, the details don't matter. You're holding it in check for now, through sheer willpower, but if your will should falter, it will take you over and destroy all you hold dear. You may be able to remove this, but it will take a great deal of time, effort and no small amount of risk.

Law of the Land (+400 cp) You physically cannot break the law, which could be very inconvenient if you visit Latveria, or mutants are outlawed in the United States.

Not Easy Being Green (+400 cp) The mysterious leader of Hydra, the Green Skull, has marked you for death. Not only does he command vast resources and assassins, Lex Luthor is an evil genius of the first waters, highly adept at tech and at social manipulation, and you experience great pain and weakness in his presence, as Super Soldier does. How will you overcome such a man who is literally made of your kryptonite?

The Doctor Is In (+600 cp) You messed up now. Doctor Doomsday is so offended by your existence that he will devote the rest of his life to destroying or ending yours. Perhaps you made him wait for the bathroom. Doesn't matter. Not only does he have all the technological and magical chops of Doom 616, but the might and regeneration of the beast that killed Superman.

Race for Souls (+600 cp) I don't know how to tell you this, but the Amalgam version of the Spectre is... not nice. He fused with Nightmare, and as the Night Spectre possesses weak-willed hosts in a quest to collect the dozen or so purest and most corrupt of souls, respectively, to gain dominion over heaven, earth and the pit. He has half the souls already, so you'd better hustle if you want to prevent the end of the world.

Secret Crisis of the Infinity Hour (+600 cp) The good news is, you stopped Thaoseid from getting the Infinity Equation. The bad news is while you were busy Apocaylpso launched the Armageddon Assault, and a school was destroyed by a superhero's ex leading into Identity War. It seems you can't go more than six months on the outside without some sweeping cosmic event that requires all heroes to band together to have a slim chance at survival. Hope you saved everyone's numbers and haven't massively annoyed anyone.

You've Done Well!

THE END

Exciting Next Issue... Who could pass up all these wacky comic book hijinks? Don't think of it as leaving the path, but finally coming home.

The Jumper Will Return! In another adventure, another time and place, another world.

Limited Run: Alas, cancellation comes for us all. Time to hang up your metaphorical spurs and face the real world once more.

Notes:

Martians are Skrulls, a pacifist breakaway colony destroyed by the Kree. Which basically means Skrulls are like DCU Martians with wrinkly chins.

Tamorajan, home to Shatterstarfire, is located in the Microverse.

Jump written primarily by Aehriman, special thanks to ZealousChristian24 and Sonic0704, without whom this would not have been possible.

Teams (for Companions)

Challengers of the Fantastic: Prof Richards, Susan "Ace" Storm, Johnny "Red" Storm, Ben "Rocky" Grimm.

Judgement League Avengers: Super-Soldier, Dark Claw, Angelhawk, Hawkeye, Canary, Goliath, Aqua-Mariner (until JLX #1), Captain Marvel, Wonder Woman (until JLA Unleashed #1), Speed Demon, Iron Lantern, Red Vision, Wonder Gold, Sun Storm, Huntress, and White Witch.

The original lineup was: Doctor Strangefate, Iron Lantern, Angelhawk, Canary and the Mariner.

A JLA West Coast was mentioned briefly.

JLX: Mr. X, the Mariner, Apollo, Firebird, Iceberg, Mercury, Nightcreeper, Wraith and Runaway. Wonder Woman after JLX Unleashed #1.

X-Patrol: Chief Niles Cable, Shatterstarfire, Ferro-Man, Elasti-Girl, Beastling, Dial HUSK, and Ex-Man.

Generation Hex, mutants in the wild west: Jono Hex, Jonny Random, White Whip, Skinhunter, Madame Banshee, Restitution, Northstar Trigger, Aurora Trigger, and El Papamondo.

Legion of Galactic Guardians 2099, future heroes: Vance Cosmic, Psi-Girl, Living Lightning Lad and Lass, Chameleon, Martinex 5, Phantom Cat, Ladybug, Dream Date, Multiple Maid, Fantastic Lad, Bouncing Ball, Invisible Girl, Cannonfire, Star Charlie, Growing Boy, Sun Lord, Universe Boy, Shadowstar, Timberwolf-By-Night and Paste-Eater Pete.

Un-People, New Asgod champions: Vykin the Black Bolt, Big Gorgon, Medusa Moonrider, Dream Crystal and Triserniak. Can fuse into Infinity Man.

Sinister Society: advanced robotic Sentinels masquerading as villains: Black Vulture, Deathborg, Chemodam, Soniklaw, Kultron and Quasimodox.

Hellfire League of Injustice: Savage Shaw, Mistress Maxima, Lord Maxwell, and Dark Firebird.

Magnetic Men: Magneto, Antimony, Bismuth, Cobalt, Iron and Nickel.