MARVEL™ STUDIOS

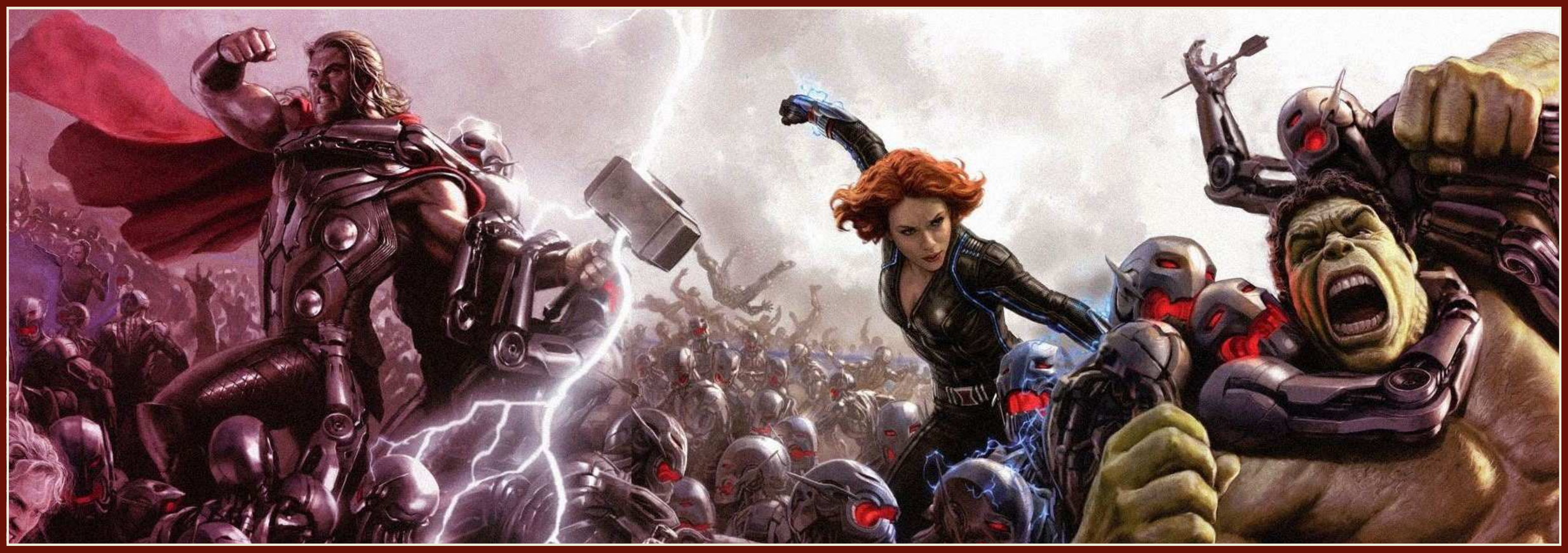
VOL. I

THERE ARE WORLDS OF FANTASY AND MYSTICISM, AND THERE ARE WORLDS OF SCIENCE AND SUPERHEROES. SOMETIMES.

IT'S ONE OVER THE OTHER, AND SOMETIMES IT'S BOTH. THIS ISN'T EVEN COUNTING THE FACT THAT THERE ARE WORLDS QUITE SIMILAR TO EACH OTHER, A MIRROR COUNTERPART TO WHAT COULD HAVE BEEN AND DIFFERENT EVENTS. HOW WOULD THE WORLD CHANGE IN LIGHT OF THESE EVENTS? WHAT WOULD HAPPEN WITH THIS NEW COURSE OF HISTORY? HOW LUCKY YOU ARE, TO FIND OUT ONE SUCH INSTANCE TODAY.

You have 1000 CP

STORY



WELCOME TO THE WORLD OF MARVEL CINEMATIC UNIVERSE! A WORLD WHERE THE MARVEL COMICS TOOK A SOMEWHAT DIFFERENT TURN, AND THINGS WORKED NOTICEABLY DIFFERENT IN HOW THEY PROGRESSED AND WERE DEALT WITH.

HERE, THE WORLD IS NOTICEABLY LESS PRONOUNCED IN ITS HEROES AND ITS SUPERPOWERED INDIVIDUALS, BUT DO NOT TAKE THAT FOR A LACK OF PREPARATION. THERE IS STILL THE STRATEGIC HOMELAND INTERVENTION, ENFORCEMENT AND LOGISTICS DIVISION THAT PROTECTS THE UNITED STATES AND THE WORLD FROM ANY POSSIBLE THREAT THAT MAY COMPROMISE OR THREATEN THE PEACE, BUT OFTEN TIMES IT IS SHORTED TO S.H.I.E.L.D.. IT IS A SUCCESSOR GROUP TO THE STRATEGIC SCIENCE RESERVE IN WORLD WAR II, AND THEY CONTINUE TO EXPLORE ALL POTENTIAL ROUTES TO BETTER PREPARE THE WORLD.

HOWEVER, THEY CAN ONLY PREPARE SO FAR. EXPERIMENTS WITH SUPER SOLDIERS, SUDDEN ADVANCEMENTS IN TECHNOLOGY, AND EVEN THE LOOMING THREAT OF EXTRATERRESTRIALS STILL ARE ON THE HORIZON, AND S.H.I.E.L.D. CANNOT PREPARE FOR EVERYTHING. THE WORLD WILL BE SHAKEN UP QUITE SOON, AND IT IS UP TO YOU HOW YOU WISH TO PARTICIPATE. WILL YOU BE A BASTION OF HOPE AND JUSTICE, OR WILL YOU TAKE ADVANTAGE OF THE CHAOS TO PUSH YOUR OWN AGENDA? THE CHOICE IS YOURS, AND I WILL WATCH WITH INTEREST TO SEE WHAT YOU DO.

YOU WILL START IN AUGUST OF 2009, WHERE A CERTAIN TONY STARK HAS JUST BROKEN OUT OF HIS IMPRISONMENT BY THE TEN RINGS CRIMINAL ORGANIZATION IN AFGHANISTAN.

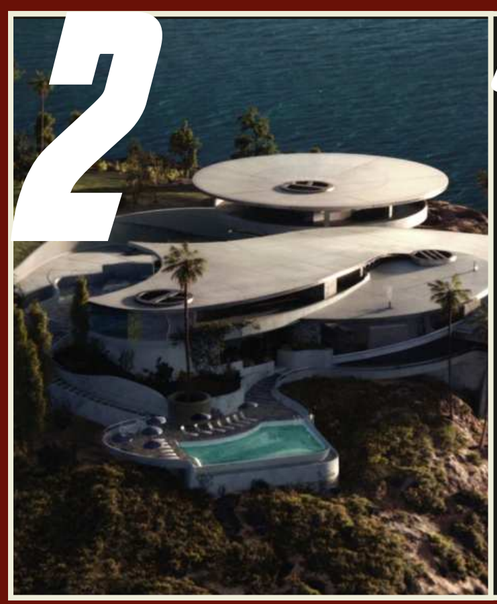
Location - Earth

This world has much to show you, both in the present and in the future that will unfold. It's time to decide where you appear, whether it should be on this world or another. Choose whether you will start on Earth or in space.

You may roll a 1d8 to decide your starting location for either section, or pay 50CP to choose where you arrive .

1 New York

The Big Apple! Welcome to New York City, home of a great deal of people along with the eventual ARC Tower belonging to one Tony Stark. This is the birthplace of Steve Rogers and where he also became "Captain America" in June 1943, and an alien invasion will begin in August 2011.

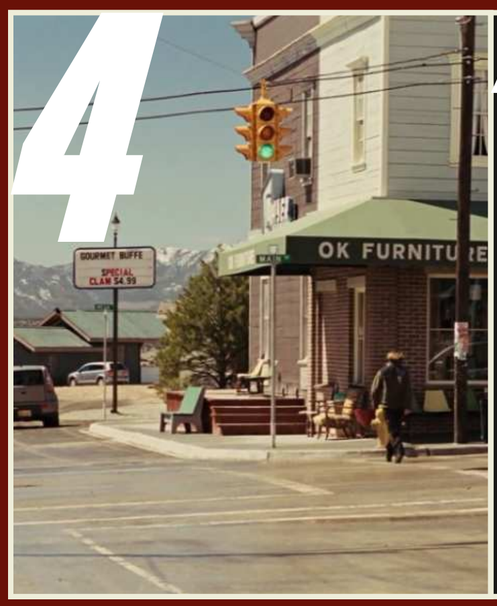


2 California

The city of Los Angeles, this is a warm and popular location in the U.S. that's home to Stark Industries, run by the technological expert Tony Stark. It is here where he creates weapons and technological innovations for the military, and also where he refines and creates his power armor, becoming "Iron Man" in the year 2009.

3 West Virginia

You find yourself at Culver University in the city of Willowdale. It is here that Bruce Banner and Elizabeth Ross were recruited to do some Gamma Radiation testing in early 2002 with a Super Soldier Serum, and it is also where Bruce Banner was subjected to the violent transformation that saw him becoming the "Hulk" in 2005. Expect the Hulk to arrive again in May of 2010.



4 New Mexico

The small town of Puente Antiguo doesn't really offer much. There's a diner, a gas station, a store or two, and a certain astrophysicist from Culver University is doing her work here. In May of 2010 however, the town will be shaken upon the arrival of Thor Odinson and the panic he will bring.

5 Washington D.C.

Home to the primary S.H.I.E.L.D. Headquarters between D.C. and Virginia, this place is famous for a multitude of reasons aside from the S.H.I.E.L.D. Headquarters. Even so, the building is quite large and has numerous agents inside of it. Be prepared for a great upheaval in October of 2013.

6 Germany

The city of Stuttgart, this lovely city is in Southwest Germany and is a nice choice if you want to experience some culture. On the other hand, the Norse God of Mischief known as Loki will arrive in May of 2011 to enact his plans.

7 Afghanistan

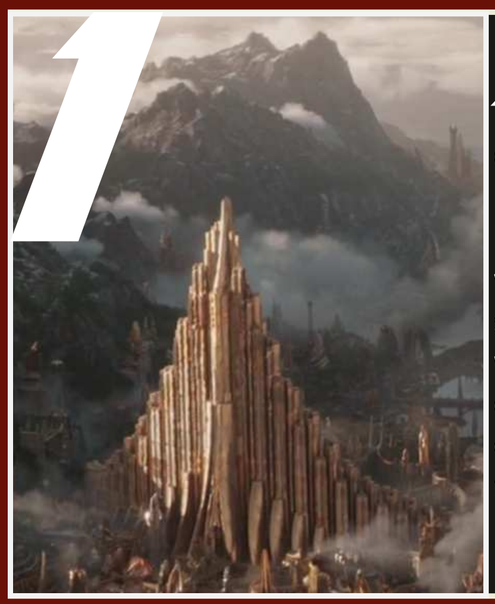
This is problematic. You're trapped in a cave currently being held by the Ten Rings terrorist organization, and they're all loaded with the latest in Stark Technology as a point after Stark escaped not too long ago. They have plans to execute you soon as an example... maybe you can do something with that box of scraps nearby.

8 Free Choice

The dice favor you this day, it seems. You may start anywhere you wish on the planet Earth.

Location
- Space

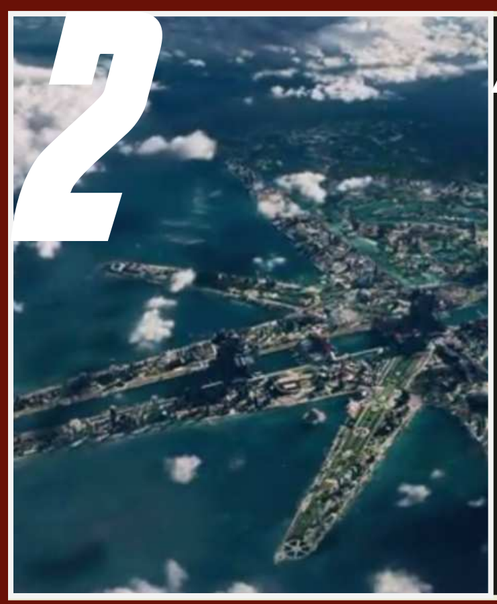
1



Asgard

City of the Asgardians, this place is one of the Nine Realms and is ruled by the wise and fair King Odin. Whether this has been your home or you are visiting is up to you, though it will be soon that Thor, Son of Odin, will cause strife with the denizens of Jotunheim and find himself cast out. Beware of the politics when this occurs. May be chosen freely with *Blessed by the Gods.*

2



Xandar

Welcome to the capital of the Nova Corps, friend. With a population of twelve billion, the Xandarian homeworld is located in the Andromeda Galaxy and has three suns in case you wanted to completely forget what night is. It's a peaceful planet, though there are still high tensions with the Kree that could light a new war. In a few years, Ronan the Accuser will test that peace with his invasion, so do be careful.

3

Knowhere

If you ever wanted a place where money decides what happens, this is where you go. The Tivan Group set up shop in this severed Celestial head to harvest all the materials inside, and as such there are no rules or regulations at all in this den of scum and villainy. There's gambling, there's resources, and most important of all is the Collector. He has many items he desires, and the money to acquire them. Try to downplay yourself on this one.

4

Contraxia

Hope you like snow, because this planet is just one big ice box. There's admittedly not a lot here to work with, although due to its harsh climate it's a location that many bandits and outlaws will use to relax and catch a breather in between jobs. The biggest group that uses it are the Ravagers, and as such they could be said to own the planet. Maybe you'll find a new family here to work with. Maybe they'll just try to eat you. Who knows?

5

Zen-Whoberi

Home to the Zehobereis, this world might make you think that someone transplanted ancient Asian culture onto another planet with how its buildings and its clothing are. Hardly a bad thing, as the world is effectively a paradise with its pristine skies and its fertile lands. Children know no strife or fear as they grow up, and the people thrive. Just try not to ask how they did it. You'll only find death and horror seeped into its recent history.

6

Sakaar

There's been artificial people, artificial environments... an artificial planet is something else. Right on the edge between the known and the unknown, Sakaar is surrounded by multiple cosmic gateways and has a strange flow of time that makes it an exceptionally strange world to any who do not live upon it. Aside from the Grandmaster's palace and the properties of those he rewards for aiding his efforts, the entire planet could be seen as one massive scrapyard to scavenge and pilfer through. Take care you don't end up topping the bill, or you'll end up in the grand arena.

7

Titan

Hardly the same moon that orbits Saturn, Titan is a desolate world that serves as one massive graveyard. Ancient technology and rusted machines litter the landscape, cosmic dust gathering as a testament to what happens when a civilization collapses. There is no one upon this world that can aid you, no guides to light your way. It would be wise to find a way off this planet as soon as you can, lest you attract the attention of the Mad Titan himself.

8

Free Choice

Aren't you lucky? Mayhaps you brushed the Tesseract on your way here? Hitched a ride on the Bifrost? Regardless of how you did it, you may choose any planet in the universe that you deem fit to call your home. Hopefully you have a plan in this vast, infinite place.

Races

With the revelation that there is life amidst the vast universe, it inevitably means that one will find some very surprising forms of existence should one decide to explore. Creatures with strange and wondrous abilities that would seem outright impressive to humanity. Should you decide you do not want to be human and join their ranks, all you need to do is pay the cost here. Just try to have a good story.

Humanoid

Free

Human. Xandarian. Centaurian. Korbinite. All of these entities, despite their different skin color or facial structures, are more or less the same in regards to physical or mental ability. You could be a different species entirely, but you'll find that exotic looks are about the most you would gain from this.

Halfworlder

50 CP

You're bound to turn some heads with this. You might have been a raccoon once, or a komodo dragon, or a cow, or a horse, or any such thing. But now like one Rocket Raccoon, you've been raised to sapience and altered to walk around like a person does, thanks to extensive cybernetic and genetic augmentation. It should be noted that the modifications are illegal. Maybe people will ignore it?

Flora Colossus

100 CP

You are Groot! A groot, at least. It's your choice on whether that's all you can say or not, but to be one of these species is a boon indeed. Made of wood, you'll find that you'll be able to regenerate your limbs or heal your own wounds, as well as extend your limbs and shape them to what you need. It's possible that you could restore yourself should a twig remain, but it's highly unlikely that your personality would remain afterwards. Best to avoid it.

Zehoberei

100 CP

When environmentalists said we needed to go green, this probably wasn't what they had in mind. Hailing from the world of Zen-Whoberi, this race has a different facial structure from humans and light green skin to make them stand out from others in the universe. They also have dark hair which fades to a reddish color as it gets longer, much like Gamora has. Yet they have durable skin that allows them to handle more punishment than usual compared to humans, which increases their physical strength somewhat. As a bonus, the second liver lets them consume more alcohol without worry.

Sleeper Mech

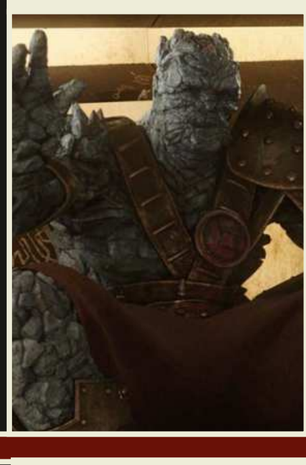
100 CP

Eventually, the Live-Model Decoy will be created and robots as lifelike as living humans will be able to walk among crowds without ever being suspected. Yet to get here, there are always derivatives or attempted knock-offs. Enter the HYDRA variant, being efficient machine soldiers clad in black and being able to perform all the things a human can while having a mind that could rival some smaller supercomputers. The caveat here however is your design; you're very much open to being upgraded or having your parts swapped out. Who knew what would happen if you got your hands on StarkTech or machines from other worlds?

Kronan

200 CP

Sticks and stones can break bones, but that's only if you're not stone yourself. Cue these ancient beings which appear to be made of solid rock and stand at an impressive seven to eight feet in height. Able to withstand a great deal of punishment while possessing impressive physical prowess, it would take a strong Asgardian to put a Kronan down. As a bonus, being made of stone means you can choose your colors or how sculpted you are, while you can consume stone or metals to heal yourself or even improve slowly over time.



Chitauri

200 CP

You're something of an oddity, severed from the Hive Mind and yet retaining autonomy. If only the Mad Titan could see you. Loaded up with cybernetics and extensively modified, the Chitauri are a reptilian race with a caste society that are mostly known as the infantry of Thanos in his eternal quest for balance. Due to the cybernetics they are rather strong and quick, able to scale building walls with relative ease and throw around heavy objects with impunity. As a bonus, they also can connect themselves to a computer system to be fed data to aid them even further.

Asgardian

300 CP

One of the most iconic and well-known species of this world, Asgardians have made their mark on Earth as Nordic gods while the Nine Realms see them as protectors and enforcers of peace. The average Asgardian is strong enough to lift around ten tons and could even train to lift up to twenty, while possessing significantly greater durability, reflexes, and coordination than humans would. Asgardians also possess an innate affinity for battle and war that sees them performing beyond almost all the other races in regards to combat. Along with healing faster than normal, it is little wonder that they are seen as among the strongest of the Nine Realms. Should you desire, you may instead be one of their genetic cousins, the Vanir.

FROST GIANT

300 CP

Now we get to the races that could really do some damage. Hailing from the world of Jotunheim, Frost Giants are seen as brutish and crude to many other races, although they are also considered one of the more dangerous species around as a result. Strength and durability on par with the Asgardians, while they're not as fast they also possess the ability to survive any freezing temperature and are capable of manipulating and forming ice from the moisture around them. Nothing quite like snow storms, but being able to turn your arms into bladed weapons or create frost burns so badly the skin turns black is dangerous enough.

DARK ELF

300 CP

What a cursed existence you have led, for you to have survived all the way until now. You, of Svartálfheim, to be in this world of light matter. But surely there is a reason for you being here, is there not? You were one of the rare entities before there was light in the universe, and as such possess the strength, durability, reflexes, and coordination of the average Asgardian due to hailing from a world without light. However, you also seem to ignore a few physical laws, faring better when you're in a place without any light whatsoever while healing faster than usual. Just try to avoid the light. Purchasing this race automatically comes with the standard armor the Dark Elves use to stay in this universe without being poisoned.

SOVEREIGN

300 CP

When one thinks of 'elitist', seldom do they think of the species that you hail from. Seldom do they think of the Sovereign, who give the appearance of solid gold statues due to everything on them being gold from their skin to their hair to their eyes. They believe themselves to be above pitiful things like fighting personally or interacting with many other species, due to how each member is never born but meticulously tailored through genetic birthing pods. Physically they could compete with the Asgardian race, while mentally they show impeccable intellect and talent when it comes to genetic manipulation and technology. Being off-world however, chances are extremely high that you're an outcast or a heretic in their eyes. Do not expect support.

KREE

300 CP

Well then. Turns out you were one of war and conquest, such is the nature of this race. Looking almost exactly human save for their blue skin and purple eyes, the Kree are a militaristic race that rules a large portion of the galaxy with its advanced technology while possessing the strength, reflexes, and durability of Asgardians. Coupled with this boon is their highly potent regenerative properties, healing significantly faster than regular humans and even letting their blood cure mortally wounded or recently deceased humans to cure terminal diseases or death due to humans' much simpler biology. March forward, and see others under your feet.

DWARF

300 CP

My my, you're a tall one. Yes, contrary to popular belief dwarves are actually quite large in this world. They tower over most, reaching heights of ten to twelve feet in stature while possessing truly impressive beards. Quite impressive, and they hold the strength and durability capable of going toe to toe with the average Asgardian as a result of their size to boot. Most importantly however, is the skill in smithing that they possess. There is a reason that the best weapons in the Nine Realms are made by dwarves.

SKRULL

300 CP

There are many in this world who believe strength and open displays of power will get things done. You are now living proof that there's more than one way to use a knife, for Skrulls are an alien race of shapeshifters capable of perfectly mimicking targets that they choose even down to the clothes, within the span of single-digit seconds. Even more surprising is the scope of this mimicry; not only is the DNA perfectly replicated but you can even acquire the recent memories of your targets to better impersonate them. Any war with you is one of masks.

TITAN

800 CP

To be one such as this is to change history with your mere existence. You will be no mere mortal, nor like the Asgardians. No, you would become one of the Titans. Originally, only Thanos is supposed to be the very last Titan. Should you choose this, it will be different. Did your family run with you? Were you sent away before the world of Titan came to an end? Either way, you will stand at an impressive eight feet tall, with enough strength and durability to best even a handful of Asgardians or the mightiest of them in physical combat. You would be like a god to the humans, and with your stature you look the part. You may also choose whether to appear like a regular Titan or a deviant like Thanos does.

Identities

IT'S TIME TO DECIDE WHO YOU WILL BE IN THIS WORLD, AND HOW THIS WORLD WILL TREAT YOU IN KIND. ROLL 1D8+25 TO DETERMINE YOUR AGE, WHILE KEEPING YOUR GENDER. YOU MAY PAY 50CP TO CHANGE BOTH OF THESE TO YOUR LIKING.

IF YOU ARE A SPECIES SUCH AS THE FLORA COLOSSUS, KRONAN, CHITAURI, OR ANY SPECIES STRONGER THAN THAT THEN ADD AN ADDITIONAL 1D8x100 TO YOUR AGE.

Drop-In

+Your memories are your own, no need to feel like you're being influenced.

+No connections to have taken advantage of; you are a true wild card in this world.

-No one knows you, therefore no one can help you without some convincing.

-Government will have a field day with you.

You wake up in the location you have rolled, with the skills and equipment you have purchased. No one knows you are here yet, and you have no ID to prove who you are. Where you go from here is up to you.

Tech Expert

+Incredibly smart and capable of understanding the greater workings of the universe.

+You pick up on information and science a lot faster than most.

-You're a hopeless nerd without something to protect you.

-A lot of issues are born from scientists and smart folk wanting to achieve a goal. Expect suspicion.

You're a rather intelligent person, aren't you? The science of this world is something you've been fond of, and it's shown in your works and hobbies. In a world of superheroes and serums and technology, expect to be the one people look towards to even the playing field.

Operative

+You're damned good at what you do, and what you can do encompasses a lot of things.

+Expect to tear up a lot of organizations if you're clever about it.

-The second your cover is blown, people prepare for you.

-Good luck having a normal life.

You may as well be a ghost with all the false identities and backgrounds you have prepared for yourself. No matter what identity you choose, all of them are deadly. You work with precision and dedication on whatever task you're given. With so many identities, however, it may be difficult to decide which one is the real you. Tread carefully.

Tac/Comm

+You have a fair amount of resources, and you can command some very dangerous people.

+You RUN this shit.

-Expect to catch flak for everything that goes wrong

-Many people want you captured or dead; have fun with paranoia

You are a well-respected officer in an organization of your choosing. You could be a part of a national military, or a part of the S.H.I.E.L.D. organization, or even part of a terrorist organization looking to take over the world. There will always be men who need to be led, and there will always be people who need to be controlled. It all comes down to beliefs and views, in the end. Hopefully yours will aid humanity.

Abilities

So! We have a location for you in this world to explore, and we also have a nice little origin for you. Now the only question is how will you prepare yourself for this place?

Soundtrack of the Galaxy — Free

What's a good act of heroism or villainy without some kind of music to back you up? This will ensure that you have a fine selection of music that you feel defines the moment, whatever it may be. Superb orchestra, rock music, even a hefty dash of songs from the 1980s if that's your thing. I'll even throw in this handheld cassette player that can work in deep space to listen to it from if you feel like it. Plan and act your day with style.

They Call Me "Star-Lord" — Free

Using your real name can be so boring at times... or lacks the awe and intimidation you need. Fortunately, with this you can designate a code name or alias that people will know you by, and a great majority of people will associate that name with you. This does not guarantee they will call you that name, but they will know it's a name that belongs to you.

Make This Look Good — 100 CP, Free Drop-In

This is an age of heroes and miracles, of marvelous wonders... what's the point if you can't do it with flair? Selecting this perk means you're capable of coming up with code names and acronyms for about anything. You, a project, your enemy, it's all at the tip of your tongue. Furthermore, you can make just about any costume or emblem look GOOD just by being you, along with the knowledge of how to improve or create an image that expresses exactly what you want to express. It's all about the style, after all.

Darcy Time — 200 CP, 50% off Drop-In

Most people try to AVOID alien invaders or rampaging gods or whatnot. Not you! You're cool like that, and you know just where to find cool things. Whether it's an alien invasion, or a heck of a superpowered throwdown, or some cataclysmic event going on, you have a knack for making it there. Actively seeking it out will have better results, but with this you can choose to have it work on a passive level, drawing you into the plot in some way.

This Looks Important — 400 CP, 50% off Drop-In

The fun thing about wandering around in great battles and chaotic conflicts? It's hard to keep track of the MacGuffin that people may be fighting for. A blood sample, an artifact, a data file, any of these things can be tossed around or lost. You have a greater ability to keep track of these things however, and can follow them despite multiple obstacles and barriers. Better yet, you also can get a decent idea of what the MacGuffin in question is useful FOR as well. Note however, that it pertains to whatever is important or being fought over at that specific battle you are participating in; you cannot use it to track the Hulk's blood when it's not the main focus of the battle after all. Nor will this give you the skill to use or repair what you are fighting over.

Monkey Wrench — 600 CP, 50% off Drop-In

Often times, people are meant to be at a certain place at a certain time, and Fate will find a way to ensure those people make it there to ensure certain events happen. You however, become something of a wild card with this perk; you gain the ability to divine when important plot points and events will occur within a setting, and more importantly how to tip things in a manner which you prefer. Even better, you can base this criteria on whether you want to be seen or not. Decide if you want to make a conspiracy, or if dancing in front of that religious nutjob is the option you prefer. This does not give you the skill to pull it off or absolute knowledge of where events will go afterward, but for that special moment things are not as fated as one would think.

Professor of Asskicking — 100 CP, Free Tech Expert

To even get into the SHIELD Academy, you have to have one Ph.D under your belt. But you've managed to secure three of them being the overachiever you are. You may select a total of three fields in science or technology to gain knowledge of.

Unusual Specialization — 200 CP, 50% off Tech Expert

There are fields of knowledge and advancement that a person is renowned for, and it's usually for a reason. You are now one of those people, a leading expert in something that the world looks to when they have questions regarding it. Whether this is Gamma Radiation, or Wormhole Physics, or Modular Design, or any one field of knowledge you deem fit so long as it would fit in this world. You may take this perk multiple times if you wish.

I AM IRON MAN

400 CP, 50% off Tech Expert

You're not the ACTUAL Iron Man, but you could make a fairly decent knock-off. Power armors, sonic cannons, holographic interface, laser weapons, repulsor technology, you have the knowledge to build these things and more. Furthermore, you can think of different upgrades and modifications to adapt to different situations much easier than normal when presented with a problem that's hampered your technological progress.

RETRO-ENGINEER

600 CP, 50% off Tech Expert

Your understanding of technology is so great that you've even learned to get into the basics of tinkering with alien technologies. As long as you take the time to study something and experiment properly, you'll eventually figure out a method for that tech you found. Whether it's taking that weird glowing thing and powering your machines with it, or dismantling an alien robot and putting it into a gun, you'll figure out a use for something as long as you put in time. As a bonus, you're skilled enough in research and experimentation that you're far less likely to break what you're studying on accident.

VEHICULAR MANSLAUGHTER

100 CP, Free Operative

You're a really good pilot, and a really good driver! It doesn't take you long to familiarize yourself with a new vehicle, though alien vehicles may take a fair amount of trial and error. Once you're moving however, you know how to get the most out of your new toy... as well as how to utilize it against your enemies. Whether using the weapons or just running them over, a vehicle is a tool of death in your hands.

ARMED TO DISARM

200 CP, 50% off Operative

When enemies don't perceive a threat, they're not as alert as they should be. Suckers. You've been taught in the ways of being friendly and polite, even if someone was pointing a gun at your head. You're charismatic enough to make friends easily, and you can show a friendly personality that many people would think is harmless... until you prove them wrong.

WAY OF THE WIDOW

400 CP, 50% off Operative

When someone mentions 'secret agent', it is often you they think of, in hushed whispers for fear that you may hear them. You have mastered a myriad of different skills needed... you know how to spot a tail and likewise tail someone, you know how to stay hidden, you know how to make cover stories, the works. Whether it's making your data trail run cold or tracking someone half-way across the planet or even how to seduce nearly any target, you know just how to get your foot in the door and slam it on the guy behind you. You're simply one of the best.

A FUNNY THING HAPPENED

600 CP, 50% off Operative

You are a walking bastion of skill and danger. Your martial art skills are so sharp that you could take on a group of trained soldiers single-handedly. Your marksman skills are enough that Annie Oakley would tip her hat in respect, and you could do that while using your weapons to gun-kata the aforementioned group. You've trained enough that you know how to utilize the environment to your surroundings, your situational awareness drastically increased as a result of learning to gauge situations of their dangers and what you could do to alleviate it. People would claim they were lucky to have NOT met you... now if only it could help you choose what kind of doughnut you wanted.

SMOOTH OPERATOR

100 CP, Free Tac/Comm

Something about your voice, when you choose it to be the case, is capable of bringing confidence and calmness to those you are talking to. Soldiers become more composed, and agents feel at ease knowing you're keeping things in check. Likewise, those who you wish to intimidate will be impressed by just how menacing you can choose to sound.

DATA DISASSEMBLY

200 CP, 50% off Tac/Comm

To assist those you wish to lead, sometimes you need to get your hands dirty. You're capable of breaking into different security systems and databases to unlock what your friends need, or hacking defenses so that they defend AGAINST the enemy instead of FOR the enemy. The more unfamiliar the data is the longer it will take naturally, but with dedication all but the greatest systems will eventually fall.

TICK TOCK

400 CP, 50% off Tac/Comm

Planning and timing come naturally to you. Robbing a national bank would be as easy as taking candy from a baby, and you could even incorporate THAT into your plan. You've got a superb sense of timing actions and events, and you're skilled enough in making plans that you can adapt them on the fly even in the face of completely unexpected factors. Sudden HYDRA invasion? Hit the enemy and engage those infiltration countermeasures you had planned in the event a spy group attacked you. Those countermeasures failed? You'll figure something out soon enough.

OLD FASHIONED ASSKICKING

600 CP, 50% off Tac/Comm

You can't always be at the back seat of a fight directing things. Sometimes you need to get out in the field and show your troops you're willing to work alongside them, and they will be invigorated as a result. Groups you fight with will have their morale drastically improved, and their battle tactics improved just as much. Synergy, accuracy, reflexes, and coordination take a very noticeable increase, and you could almost swear that they hit harder too. Guess they're just happy you care for them.

GROOTOLOGIST

50 CP

Language barriers can really suck, especially when someone says the same thing over and over. Fortunately, with this you can get an idea of what people are trying to convey. It's not perfect, but you'll at least get an idea of what someone is trying to imply if all they say is their damn name. This becomes more effective if you have additional language comprehension abilities.

PUT TOGETHER A TEAM

100 CP

Sometimes you're just given a bunch of misfits. Sometimes you just need to get this whole thing ORGANIZED. Upon purchasing this perk, you gain a greater capability to help people get over any grudges or differences they had, and coalesce into an efficient fighting force. Don't go alone when you can go in force.

ENHANCED SENSES

100 CP

The world is so much more than sight, more than its colors or brightness. After training yourself and focusing, you have discovered this for yourself. Your four senses of hearing, touching, smelling, and tasting have all been increased to a level where you could effectively 'see' the world without sight. Feel air currents from a person attempting to punch you, or hear the heartbeat of a person from across the room, and more. Never be truly blind again.

AUGMENTED

200 CP

Every species has an 'alpha' of their kind. A superior being, with their genes' innate potential unlocked. You are one such being, possessing the very peak of both physical and mental ability for your kind, even hitting the lower end of their version of 'superhuman'. Things like increased agility, speed, strength, mental calculation, memory, and more are all enhanced. This does not give you tactical knowledge or the courage to do things however, as that requires you to learn what genetics cannot give you. You do however, have the tools to achieve such things on your own now.

RADIATION RESISTANCE

300 CP

There's a lot of dangerous things in this world, and unsurprisingly radiation is likewise an issue. Not anymore with this selection. You now have a much higher tolerance to radiation; it would take wearing a suit of uranium rods while inside a nuclear fallout zone to affect you now. As a bonus, this also gives a good resistance to other harmful energies such as Asgardian magic or the energy blasts of Inhumans. It's still recommended to not be hit by these energies when you can, this just helps you out with it.

BLESSED BY THE GODS*

300 CP

Asgard is a wondrous place, you know. Existing for thousands of years, with advanced magic and technology that would see them rise to become a city of gods... it is little wonder that they are both feared and praised throughout the Nine Realms. The royalty however, has a penchant for adopting strays if Loki is any indication. You have been likewise adopted by Odin and raised as a member of the royal family to be great like them. Not only have you been augmented by Asgardian magics to a truly attractive state that you would feel qualifies as an appearance booster, but you display a great willpower and determination to see your goals and plans through with a very strong learning aptitude to absorb information like a sponge beyond even Tony Stark as befitting of Odin's adoptive child.

TOUCHED BY INFINITY

300 / 800 CP

Many will experiment with things they do not understand, and when that involves the remnants of a universe's creation the consequences for such things will be mighty indeed. Some event in the past, whether accidental or intentional, has seen you imbued with the energies of one of the six Infinity Stones to some degree. This will grant you unique abilities depending on the level of exposure and the Stone in question. **For 300CP, you will have powers on par with Quicksilver or the Scarlet Witch.** To give an example using the Mind Stone, this could give powerful telekinesis and the manipulation of psionic energy, the ability to think and perceive the world so quickly that you have a form of super speed, or any number of abilities related to the mind. As stated before, this depends on the Stone that was used. For the much larger price of 800CP, this changes. You were not merely imbued with cosmic energies, you were absolutely saturated in it. Like Carol Danvers, you absorbed so much energy you gained a tremendous amount of strength and power that would see you able to make a splash in galactic politics. The ability to fly and fight at lightspeed with no issues, enough durability to take the attacks of a warship while plowing through it with ease, the strength to even give the Mad Titan pause, and more. With this kind of power, some might whisper that you were the very manifestation of the Infinity Stone that empowered you.

BORN OF RAGE

600 CP

Something happened. Maybe it was the results of a failed super soldier experiment, maybe you came across a horrific bomb that didn't kill you immediately. Either way, a freak accident occurred and now your rage and anger have become manifest. Once you hit a threshold of unbridled anger, your skin will begin to turn a color of your choice as you grow bigger and significantly stronger. You could withstand the machine gun fire from jet planes and punch dents into main battle tanks, and your capabilities would only grow as your rage increased. What's the downside? That whole 'unbridled anger' bit. You won't entirely be in control, lashing out and striking at anything that was contributing to your anger. It will take a great deal of time to extend some control over this side, but imagine what you could do if you did?

Equipment

With your mind and body prepared, and your place in the world dictated, it may be time for you to begin your adventure. But before you go, perhaps I could convince you to look at items you could purchase? These are very rare, and you will have great difficulty finding them in the world on your own. Because of this, you have an additional +300 CP to use in this section only as an item stipend.

Tactical Suit

A standard bodysuit made of a polymer blend with ten layers of treated composite materials, allowing for state of the art protection. Default appearance of a S.H.I.E.L.D. logo and emblem, but you may choose a different style upon acquiring this.

Free

Taser Rod

A hand-held weapon meant to subdue targets without lethal force, this pair of small rods can be used to great effect through repeated strikes against a target. They also come with their own belt and harness.

50 CP, free Drop-In

Holotable

A device in the shape of a table used to create holographic models that allow the study, analysis and reconstruction of a vast array of items, weapons and events. Comes in any color of holograms you like and each hologram is capable of being interacted with. Naturally this performs better with additional data.

50 CP, free Tech Expert

Collapsible Bow

This surprisingly sturdy recurve bow is collapsible via breaks above and below the handle, as well as midway down the length of each limb. The bow also has a remote control system built into the grip, designed to be used in conjunction with a special quiver coming with this bow that organizes and sorts specific arrows you may have placed in this quiver, which lets you effectively call up any arrow you put in it.

50 CP, free Operative

S.H.I.E.L.D. Membership

By purchasing this, you get a legitimate position within the organization that is S.H.I.E.L.D., whether that is as a consultant or an agent or a scientist.

50 CP, free Tac/Comm

Infinite Shawarma

Upon purchasing this item, your warehouse gains access to an infinite supply of Shawarma of all kinds. Regardless of ingredient or meat, you can have access to Shawarma that is perfectly cooked to your specifications. Have fun.

50 CP

I.C.E.R.

Comes in either sniper rifle form or pistol form, the I.C.E.R. is a tranquilizer weapon meant to subdue targets from afar. It fires non-lethal bullets with heavy stopping power that break up under the subcutaneous tissue (the skin), and from there the bullets deliver a tiny amount of dendrotoxin, incapacitating the target long enough for them to be secured and without any harmful side effects in the process.

50 CP

Translator Implant

Implanted in the neck of the recipient, this device offers real-time translation for many different languages, allowing you to communicate with a lot more people. New languages must be listened to in order to translate it.

50 CP

Bar of Booze

If it's all the same to you, why not take this supply of alcoholic drinks? Enough booze to make a bar, and only the finest in variety and quality. It's almost as if it was taken from a certain Avenger's penthouse. But that couldn't be right... could it ?

50 CP

Tiles of the Nine Realms

There's a lot of beautiful places in this world. The wonderful streets of Asgard, the dark and sleek architecture of the Dark Elves, the absurdly gold-plated locales of the Sovereign, even the sculpted stones of Sanctuary. Why not take some of that beauty with you? Using this, you may apply a Warehouse aesthetic that utilizes one such culture or group's themes to reshape and design how the interior looks. You could even have the unsettling display of HYDRA themes all over with large banners, if you felt like being a cartoon supervillain.

50 CP

Quad Blasters

An alien weapon, the Quad Blasters has two separate triggers and barrels, both of which can be fired at the same time and have a lethal and non-lethal attack function. These functions can both be combined for greater damage, and by purchasing this you get two blasters.

100 CP, Free Drop-In

Nitramene

The formula for the chemical compound known as Nitramene, this compound has multiple purposes. A typical Nitramene bomb has a blast radius of five hundred yards after which it creates a vacuum that causes an implosion as matter rushes to fill the void that it has created, but a grenade of that size will do considerably less damage. On the other hand, Nitramene also emits low levels of Vita Radiation, which has a specific wavelength that has stabilizing properties.

100 CP, Free Tech Expert

THUNDERSTICK

This police baton-sized weapon was designed by S.H.I.E.L.D. in order to release a wave of sonic energy designed to quickly incapacitate an attacking force. It works by releasing an explosive device in the air, but yours can also slam the ground to trigger it if need be.

100 CP, Free Operative

MOUSE HOLE

100 CP, Free Tac/Comm

This device is a laser-cutting device capable of cutting through almost any material, and is small enough to be hand-held. Thicker material will require more time, but for cutting through locks and metal doors this is your tool for the job.

HYDRA FABRICS

100 CP

Hail HYDRA. Glorious HYDRA. Cut off one head and two more shall take its place. HYDRA is also pretty fashionable, and you've got a large assortment of banners, paint outlines, uniforms, and clothing patches to hand out to anyone who you feel needs that special touch. Where is HYDRA? Easy, we are all HYDRA whether we know it or not.

PUNISHER PARTY VAN

100 CP

Pssst, hey kid. You want some goodies? Of course you do. That's why you need this van. Immune to small arms fire and coming with a peculiar costume with a skull on the front, this van is sure to bring the party no matter where you want to go or who you want to invite. It's even got a few racks to store some... party favors as it were. Which may or may not be small arms or automatic weapons.

HANGAR BAY

100 CP

You know what's annoying about picking up sweet toys like aircraft? Finding a place to put it. You can't trust your fancy vehicles to just anyone, right? That's why there's this nice Warehouse Attachment bay that can store any atmospheric vehicles you happen to purchase from this place, with robotic crews to maintain them until you summon them to your location at any time. Upgrades you'll have to do on your own, but they'll try to help. For an additional **+100CP**, this can also encompass space-worthy vehicles you purchase so that you need not worry about needing multiple places. Yet... for a final **+100CP**, this will finally encompass any aerospace or deep space vehicles you have or will acquire outside of this world.

THE WORKSHOP

100 CP

Even if Tony Stark built his armor in a cave, it's when he got access to additional resources that his designs really shined. That's why there's this Warehouse Attachment workshop that can assist your endeavors by supplying you with a considerable amount of tools for construction of various forms of technology. For an additional **+100CP**, this also comes with automated arms that can assist in disassembling and reassembling complex forms of technology that are of your design. Finally, for a final **+100CP** it will also come with a powerful supercomputer that can help you design and calculate new forms to take your equipment to another stage in efficiency and power.

ASGARDIAN ARMORY

100 CP

When you have a collection of rare items, dangerous artifacts, or powerful weapons you want to show off... look no further. Gilded in gold and stone, this Warehouse Attachment has plenty of pedestals to place items of your choice up for display to prove your superiority or power over others. As a bonus, this place will continue to grow more resplendent and better reflect the items you place in here and the power you wielded to get them while holding plaques that give tales of their procurement. For an additional **+200CP**, items you place in here can be summoned to your person upon mentally commanding it while the Armory itself is protected and maintained by three Destroyer Units that are designed in a manner of your choosing.

HOWLING COMMANDO GEAR

A vintage set of gear made to look innocent in the event a person is caught. From portable X-ray machines to zip-line guns to cigarette lasers to even Noisemakers, this will ensure that no matter where you are, you'll be equipped for the fight.

100 CP

STRANGE FORMULA

This chemical formula is the brainchild of the German scientist Dr. Erskine, and is directly responsible for the creation of Captain America. As is, this is only the formula, and you must make it yourself... but as a result it could possibly let you modify the serum for other uses. Beware its tendencies to amplify the personality traits of the user, or be prepared to find a way to fix that fact.

100 CP

BLACK WIDOWS BITE

Two shaped bracelets that can be worn on the arms, this device is a powerful electroshock weapon that can stun enemies at close range. These bracers also come with grappling hooks that support your weight in the event you need to slow your fall, and can fire small disks if you need to stun someone from afar.

100 CP

EXO-7 FALCON

A backpack unit used by paratroopers, the EXO-7 allows its user to fly at high speed, with the aid of three miniature jet engines and a pair of mechanical wings. The wings are retractable and somewhat bendable, and for safety measures includes a parachute if something goes wrong. The harness also includes two collapsible submachine guns that are stored at the traditional holster position at the user's hips, ready to be grabbed and used at will.

100 CP

HELMET OF THE STARS

Have your own exceptionally stylish helmet when you're running around in space or on alien worlds! This collapsible helmet adapts itself to the size of its user, protects you from toxic environments or the vacuum of space, comes with a HUD display, and even accounts for changes in air pressure. Did I mention it can come in a look of your preference and sync with technology you may have on you as well?

100 CP

HAMMER DRONE BLUEPRINTS

Blueprints for a base template of remote-controlled drones, similar in appearance to the Iron Man armor. They do not have the Repulsor technology the original Armor has, but they seem to be highly customizeable and are still capable of both flight and coordinated attacks. May or may not be prone to hijacking without modifications.

100 CP

FABRIC SUIT — 100 CP

This custom fabric is pretty useful, having the consistency and lightweight feel of cloth but being capable of deflecting knife strikes or even small-caliber gunfire without any harm to the wearer. Even better, this outfit will come in any style or appearance you want when you purchase it, and will never be dirty.

NIGHTSHADE FLOWER — 100 CP

They say whatever doesn't kill you will make you stronger. Nowhere is that more obvious than with this beautiful but deadly flower found in Jamaica. In large amounts the flower will poison and kill anyone who tries to imbibe it. Yet should one use small amounts via spreading it upon the body's wounded areas, or attempt to imbibe by inhaling the smoke from its burning roots, the flower will act as a healing agent to help eliminate wounds. Even better, doing this will also temporarily grant increased strength, speed, and durability to those who imbibe it to make them formidable opponents. Just be careful with how long you take it, for it could have adverse effects.

COSMI-ROD — 100 CP

As a species of war and violence, the weapons the Kree create are rather effective at their task. This warhammer is one such weapon, being significantly more durable and stronger than other warhammers due to the advanced technology within. As a bonus, it is also capable of firing off concussive blasts able to deal damage to even stronger enemies such as the Chitauri. Only certain members of the Kree are meant to possess these weapons, so maybe have a good reason for this?

NOT-SO-INNOCENT-CAT — 100 CP

Aw, look at this thing. It's adorable. It's precious. It's also capable of devouring a group of people if it felt like it. This alien may look like a housecat of your choosing, but it's actually an alien Flerken that possesses a pocket dimension inside of them for storage purposes. Flerkens are known to be dangerous creatures in the galaxy, able to release massive tentacles from their mouths that could render a squad useless and possesses venomous claws that prevent wounds from healing. They're quite intelligent too, so no need to worry about them not being housetrained. All other cat behaviors may still be present.

YAKA ARROW — 200 CP, 50% OFF DROP-IN

A curious arrow, forged from Yaka metal by the Centaurians. Yaka Arrows respond to a specific range of frequencies emitted by its user which can change the behavior of the arrow, so to speak. The arrows themselves are highly durable, can defy gravity to fly at great speeds, and have enough piercing power to slam through the hull of a small spacecraft without even slowing down. The cybernetic attachment required for this can be installed on your head as a fin, or can take another form if you wish.

EXTREMIS FORMULA — 200 CP, 50% OFF TECH EXPERT

Another attempt at creating super soldiers, this formula creates a virus that can enhance a person to superhuman strength, reflexes, and endurance. Additionally, normal Extremis users gain the ability to generate extreme amounts of heat through a complex metabolic process, generating heat from their bodies up to several thousand degrees Celsius on any part of the body they desire. When regenerating body parts, the wounds take on the appearance of burning ashes while growing back the lost body part, in a matter of minutes, and cooling into regular skin, flesh, and bone. Be wary however, as this makes you light up on thermal sensors, and should your body heat up too much, you may end up exploding. Keep this in mind.

DESTROYER ARMOR PROTOTYPE GUN

A product of the eponymous "Phase 2" of S.H.I.E.L.D., this gun retain some part of the Destroyer's fiery core and can discharge powerful bolts of energy, producing heat, light and concussive force in the process. When the weapon charges up it gains a vivid orange glow emanating from between the banding plates around the barrel. It's sufficient enough to even seriously wound an Asgardian,
so take that as you will.

200 CP, 50% off Operative

S.H.I.E.L.D. SUV

200 CP, 50% off Tac/Comm

This SUV is far more than meets the eye, and may be equipped enough to surprise even you. Capable of shrugging off anything up to heavy explosives, comes with a built-in flight system, and has its own AI that is able to link with satellites to give real-time directions as well as taking control of the vehicle if need be. The windshield even has a HUD system to give you status updates on the vehicle or escape routes if you need it. Furthermore, it comes with a four-barreled turret with an underslung grenade launcher for the driver or passenger to strike with. As a bonus, I'll even make sure the windows repair themselves and you can modify the vehicle easily for your purposes.

ASGARDIAN ARMOR

200 CP, Free Blessed by the Gods

This exquisite set of ornate armor is as beautiful as it is protective, and comes in the colors and style that you wish. Along with looking amazing and being deceptively lightweight, this armor can withstand a great deal of punishment and even self-repair itself slowly given time. When you want to be protected without sacrificing appearance? This is the armor for you.

VIBRANIUM SAMPLE

200 CP

Vibranium is an extremely rare element that possesses unique attributes. In a pure mass, vibranium forms a solid metal that is stronger than steel, but only a third of the weight, as well as being completely vibration absorbent. This means it can absorb the impacts of a great deal of attacks, but bear in mind high-energy attacks WILL do damage... especially if it is consistent. Purchasing this gets you a container a foot in length with some Wakandan Vibranium shards that will replenish itself every month.

ULTRON SENTRY BLUEPRINTS

200 CP

You may not be on strings, but these robots potentially could be! Capable of flight and being programmed to follow orders, these drones differ from HAMMER tech in that they use energy cannons from their arms and are capable of changing to act as propulsion for a larger vehicle. They're also more sleek and efficient, so a bit more bang for the buck there!

CHITAURI SALVAGE

200 CP

When the Chitauri invade New York at the behest of their masters, it's going to irrevocably change the world forever. Nothing will ever be the same, and advanced technology will be more prolific among the elite and the criminal groups of the world alike. This is for getting ahead of the game, with a slew of Chitauri power cores and energy weapons that fell off the back of an alien truck. Yes. It also comes with blueprints and suggestions for reverse-engineering some of this technology, such as anti-gravity guns and laser blowtorches and even matter phase shifter devices. Feels weird that humans know how to use alien tech better than the aliens but there you go.

QUINJET

200 CP

The Quinjet is a unique, hybrid-wing aircraft with similar flight capabilities as modern VTOL aircraft and serves as a personnel transport and versatile attack vehicle; it possesses two large, angle-adjustable rotors, one housed in each wing, which grants the aircraft its vertical take off and landing capabilities. It also has a variety of weapons, the most prominent of which is a GAU-17/A Gatling gun mounted on the underside at the front of the jet.

"THE BUS"

200 CP

The "Bus" is a specialized Boeing C-17 Globemaster III owned and modified by S.H.I.E.L.D., to serve as an 'Airborne Mobile Command Station'. The Bus possesses advanced satellite, radio, and other wireless connections as well as a strong computer system that could connect to databases you designate as yours, as well as offensive/defensive capabilities in the form of two retractable cannon turrets, located at the junction of between each main wing and the fuselage along with large, long barrelled cannon mounted to the front underside of the fuselage. Capable of VTOL flight and with all kinds of luxury and research accommodations, this plane is a literal base with wings. For an extra 100CP, you may upgrade this plane to the Zephyr One which makes it larger, gives cloaking ability, and allows it to stay in the air for far longer.

THE CRADLE

200 CP

Weapons of war are not the only thing to advance, and this medical bed is proof of that. This human-sized medical device can heal wounds by scanning the wounded area and then re-growing skin tissue to a degree of accuracy that visually one wouldn't be able to tell there was a wound. If improved, there might be a way to let it 'grow' an entire body, but it would take a great degree of medical knowledge to sufficiently do so. There is then the issue of giving it a consciousness; it can create bodies but it cannot create life.

STAR BLASTER

200 CP

The pride and joy of the Nova Corps, the Star Blaster is a single-person fighter craft that's gilded in blue and gold and looks like a shining star when its wings are unfolded during flight. Of course, being single-fighter it's not designed for passengers, but in exchange it's got twin blasters as well as a tractor beam system to carry large objects or criminals around should you have the need. If you happen to run into additional Star Blasters or have a way to link up with the appropriate equipment, this ship could even act as a broadcaster for energy shielding to protect a place or push something back. Truly, a ship worthy of a hero.

STARFORCE UNIFORM

200 CP

The Kree Empire, for all its expansionist views and acts of conquest, recognize that if you cannot keep what you take then you're not a very good empire. To protect their assets they have the Starforce, an elite military task-force often sent out by the Supreme Intelligence to recover or silence any issues. To aid them they are granted this uniform, a battle-hardened suit that contains a holographic communication device, a minimap showing distance to the objective, a specimen analyzer, color shifting abilities, and helmet generation that allows one to breathe in the vacuum of space. Oh, and it naturally protects one from incoming rifle fire and wayward energy blasts.

SKRULL MEMORY DEVICE

200 CP

When you know the enemy won't talk, torture is a waste of resources. That's why when they have vital information you need every detail of you go fishing in their skull with this strange device. By strapping them into the bed of this machine and syncing them to its technology, you can pull up any memory they have on the nearby monitors and review it as though they were an open book. Even better is how you can isolate and zoom in among other functions, treating their mind like a crime scene television movie. Zoom in, enhance, and find your target.

HELION

200 CP

The Starforce needed to get around the galaxy whenever the Supreme Intelligence assigned them missions, and this very starship was the vehicle of choice most of the time. It contains a veritable armory of Kree weaponry along with a mission control room that has an extensive hologram deck, the ability to intercept some communications while commencing its warp-jumps, and its maneuverability is enough to even rival some fighter craft when needing to dodge enemy fire. Best of all, it's rather sleek for a military vessel. It's the perfect ship for sending spec-op teams around.

DARK ELF HARROW

200 CP, Free Ark

Are you sure it's wise to possess such a thing? Technology from before the light of the universe, belonging to the Dark Elves of old who see this world as poison. If you truly desire it regardless of the consequences it might bring, then be granted this truly unique ship. Large enough to carry a small boarding party and maneuverable enough to perform stunningly impressive feats, this ship rewards those who favor speed and turning over tanking shots. While it has no ranged weapons, its cloaking systems are second to none with the blade that spans most of the ship durable enough to slice through solid stone or metal columns without ever losing speed. Yes, it's literally a flying blade.

NECROCRAFT

200 CP, Free Dark Aster

Hailing from the armory of Sakaaran mercenaries employed by any number of factions, the Necrocraft is a simple vessel that excels at what it was designed to do. Possessing significant maneuverability and twin energy blasters for offensive purposes, it also possesses enough room to allow four additional soldiers to come with you as a minor troop carrier. Make no mistake though, it's a small vessel that's effectively an engine with wings. Keep that in mind when you plan your travels.

M-SHIP

200 CP, Free Eclector

Who cares about the world? Just fly away, take to the stars and see the vastness of space for yourself. This Ravager M-Ship comes in a color scheme of your choice, and can host a small crew of up to eight in a ship that has a small hyperdrive, allowing it to effectively 'jump' from one section of space to the other. The more distance, the more jumps needed.

HYDRA BLUEPRINTS

300 CP

Well, this is extremely unusual. This set of highly encrypted blueprints seems to have figures of different items going together, before making a single item with marks all around it. You're unsure of what this is, as even with all your knowledge and intellect it would take decades to eventually decode... but surely someone who put all this work in was hiding something quite important, right?

ARC REACTOR

300 CP

The Arc Reactor is a unique form of energy source designed by Howard Stark and Anton Vanko after World War II, providing an abundant source of clean, efficient energy. This industrial-sized machine upon purchase will be attached to your warehouse, and be capable of providing clean energy to whatever you need while providing blueprints to make both replicas of this and hand-sized variants. Be wary however, as this design still runs off of Palladium cores. But I'm sure you could fix that... or for an additional 100CP, you could fix that now by making them 'Badassium' variants.

PROJECT "DESTROYER OF WORLDS"

300 CP

What if a person could be made better? If they could possess the density of lead with the volatility of cesium? Think of the power one could have if infused with the properties of materials. Enter this particle infusion chamber. When a person goes in, programming in specifics of how a person should be effected when inserting one or more materials for the infusion process will see them come out with potentially new properties or powers based on the material. Whether they look like they have pieces replaced by these materials or simply possess the properties is up to you, but now there is an answer to Captain America. Become the Destroyer of Worlds.

ROGUE LEVIATHAN

400 CP

A gargantuan, cybernetic beast bigger than a commercial airplane, the Leviathan is a hybrid troop transporter and warbeast of the Chitauri invasion force that will inevitably arrive in New York for an attempted conquest. Its belly has numerous slots (up to fifty) to launch troops with enough technology inside to also serve as a recharge station for any mechanical armor or weapons brought in by said troops. With durability to plow through skyscrapers without slowing down and practically ignore any modern military strike on it, this monster is deserving of its biblical name. It currently has no troops... but you can fix that, can't you?

ORGANIZATION

500 CP

This world seems to have an influx of secret organizations. There's S.H.I.E.L.D. that tries to protect the world from rather dangerous threats. There's H.Y.D.R.A. which wants to control the world in the belief that it needs protection from itself. ...then there's your group. It's difficult to say what acronym you'll use, if you even use one at all, but nonetheless it's a rather competent paramilitary group that manages to stay hidden for the most part as long as you didn't make any determined enemies. Able to carry out some rather dangerous wetwork along with adapting itself to whatever you declare its goals to be, expect competent leadership to turn this group into a force capable of influencing world events. In other worlds, you'll find a similar organization ready and waiting.

SUPREME INTELLIGENCE COMPUTER

500 CP

A vast empire such as the one the Kree possessed will require an equally vast ruler. Organics can be corrupted, but the mind of a machine is absolute. Thus was the Supreme Intelligence borne, a magnificently powerful A.I. capable of assimilating and utilizing the most powerful minds an empire has to offer in order to effectively rule it. Capable of instantly taking the form of one that is comfortable or loved to put people at ease, this A.I. can also bring someone's mental projection into a constructed digital realm and instantly adapt to information regardless of distance in the galaxy provided you plug them in, showing that no matter where you are it can always find you. As a bonus, this A.I. is a blank slate that you can program for your own uses. Just be sure you use such a tool well, for the good of your Empire.

ECLECTOR

600 CP

Sometimes people don't want a mere ship to fly around in. Sometimes they want a mobile headquarters to roam around and engage in all manners of shenanigans. The Ravagers thought the same thing, and now this copy of their vessel is yours for having such a great idea like they did. Comprised of four detachable quadrants and holding enough room to house a small army, this vessel comes with its own hangar bays for a fleet of ships along with repair equipment and spacious cargo bays for any loot you happen to find that fell off the back of a space truck. Don't fret about defenses, for this vessel comes packed with plenty of energy weapons as well.

DARK ASTER

600 CP

There's huge, then there's this three mile wide Kree warship that has delivered utmost fear upon any Xandarian with the misfortune to cross its path. Effectively a massive airborne carrier that is a mobile headquarters, this vessel comes with truly impressive defense shields and armor that requires impressive coordination to even penetrate, much less stop entirely. Along with a powerful drive and thrusters, it also comes with an entire slew of Necrocraft fighters with which to engage and attack others who would dare challenge your might. You might need to do some recruiting or make the craft autonomous, but this will be an impressive war machine once you do that.

ARK

600 CP

Do not suffer the poisonous light, my friend. Do not tolerate its blight upon this universe, whatever the cost. The size of a small skyscraper, the Ark is a powerful carrier that's powered by black hole technology and possesses cloaking technology powerful enough that a god of foreknowledge and sight could not see it unless they were up close. While it does not possess its own weapons, it is remarkably durable and likewise contains several Harrow fighters for the purpose of self-defense. If you are the kind to be patient and strike when a weak point is exposed, then let this ship reflect your nature.

Companions

You may import companions into any of the OC companion options. They will be given 500 CP and have access to the item stipend.

ASSEMBLE!

50 CP

A superhero or a supervillain is fine and dandy on their own, but sometimes you need a team. You may pay 50CP to import up to two companions, repeating this until you get up to eight companions overall. Each of them will get a free background, and 500CP to spend on perks while having access to the 300CP item stipend. Companions may use their budget to make themselves a race they can afford in the 'Races' section above. Should it please you, you may instead use this option to create your own OC companions that follow the same rules as imported companions.

COMPANION RECRUITMENT

300 CP

Sure there's bringing in old friends... but why not pick someone new up? Upon selecting this option you may arrange for one character of your choice in this universe to eventually run into you in a favorable circumstance, and unless you truly were to bungle the encounter will be able to take them along your journey should you leave this world. Hopefully it'll be fine, right? ...right

DIGITAL ALLY

50 CP

Ready and waiting! This A.I. is not truly sapient, but it is still capable of performing extremely complex tasks like controlling a small army of robots or managing the infrastructure of a technologically advanced base... at the same time as overseeing a battlefield and relaying tactical data to you. You can design its personality and appearance to suit your needs, and even give it a classy accent! If you wish, you may import an A.I. or companion into this role.

DUM-E AND U

50 CP

Okay these robots may not do much, but they've got spirit! ...whatever passes for spirit in robots. Taking the form of single robot arms on treads, they try to do their best to aid you around your home and fulfill your wishes. Along with excellent pattern recognition they're unusually good at assisting with fabrication and mechanical construction of electrinics. Just be mindful that you need to word things properly .

PISTON O'POSSUM

100 CP

A three foot tall Halfworlder who was once an Australian possum, she has a very nasty penchant for getting into fights with anyone who happens to be insulting to her. It should come as no surprise then that she has gotten into a lot of fights. To those who are polite with her, she is quite courteous and will help train them in the ways of physical combat to let them defend themselves. She will not, however, teach them to fight fair. Winning is what counts in a fight.

SCYTHE SNAKE

100 CP

Whoever decided that a Python needed to be uplifted into a Halfworlder was undoubtedly a maniac. That the end result turned out to be a pacifist who only wants to comfort and wrap others in hugs no doubt caused said maniac to cry in shame. Scythe will insist that her name is not indicative of who she is and will insist you call her 'Sicily' to make it less awkward. She's gotten very good at speaking words of encouragement and will do what she can to aid you. Just try not to remind her of her weaponized fangs or the installed blades inside her tail .

"I AM GROOT"

200 CP

You're pretty sure that this isn't the same Groot as the one who travels among the stars. Pretty sure. While its curiosity for creating and sampling various forms of flavored or mineral water should be proof enough, the fact that it loves drinking blood to color its bark and leaves red is a dead giveaway. It loves getting into gladiatorial matches as a result and is often found experimenting with its limbs to create all manners of new weapons. To this colossi, you're either an ally or you're on the menu.

GEORGE THE GEARHEAD

200 CP

It's one thing to see a robot with the Iron Man faceplate or in a featureless mook mask. It's another to see one with a porcelain mask and being dressed up like a mannequin for the purpose of human relations. This robot claims it gained sapience when it encountered stage scripts and its attempt to logic the reasoning behind following a play caused a fatal error in its code. Since then it has attempted to study and catalogue any facet of human history it can get its hands or interface on, cherishing the illogical nature of behavior. It's an exceptionally skilled psychologist as a result, and will gladly try to assist the mental burdens of others.

KARLINE THE KRONAN

300 CP

Many alien cultures look absolutely crazy to humanity, simply from how utterly different they are. It's rare to instead see an alien that looks crazy to their own species from taking on human qualities. Having eaten enough marble to take on an impeccable shine and sculpted herself to fit in a Napoleonic outfit suited for her impressive physique, she fancies herself a rising conqueror and reads up on as many ancient battles to prepare for when she eventually obtains an army. For one reason or another she's also been practicing speaking with a French accent. She's surprisingly good at it.

"DEATH"

300 CP

It's next to impossible for a member of the Chitauri to escape from the hive mind their cybernetics provides. Therefore any cases that one might hear of rarely surface due to the member in question either dying quickly or being subsumed soon after. Not so with this one, being separated in such a way that they lost all recollection of who they were. Upon the distant world it happened, locals were terrified and begged him not to kill them. He took this as a sign, and now roams the universe declaring himself a spectre of Death that delivers ultimate justice upon those who would threaten others. He acts a little corny, but his desire to adhere to his self-appointed role is exceptionally strong.

DELILAH THE DARK ELF

400 CP

Not everyone agreed with the homicidal views of Malekith and his horde of Dark Elves in regards to the light in the universe. A rare few such as Deliah felt that their time had come and gone, and would resign themselves to seeing what this new state of creation could offer. She's very curious as a result, and it's a good idea not to leave her alone with any technology for more than ten minutes if you don't want it disassembled and in the process of being studied. She's very meticulous at recording anything she finds though, so perhaps it might be good to let her work.

EX-SOVEREIGN TAYLOR

400 CP

The Sovereign species would insist that they are perfect both physically and mentally, and that they are the pinnacle of beauty as a result. Taylor would say that's a load of hogwash coming from stagnant snobs who are too afraid to explore what true beauty is. He's an exceptionally talented geneticist, but was banished from his homeworld because he altered his genome to pursue his dream goal of becoming a Cuteness Singularity. His words. He's been studying human culture and has entire terabytes of material dedicated to his pursuit, and will gladly aid anyone who wishes to improve themselves on a genetic level to become a better version. As long as it's cute.

SABOTEUR SARKEN

400 CP

There can be good Skrulls such as Talos and Soren, and then there can be bad Skrulls that use their talents for terrible things. Alas, Sarken falls into the realm of 'whatever', for she came to the realization that the innate shapeshifting of her people meant she could sow confusion and mayhem to anyone she felt had become too complacent. She considers herself a prankster, but many do not consider political destabilization to be on the same level as replacing someone's popcorn supplies with watermelon seeds. On her off-time she's often practicing her shapeshifting to be able to change any detail of herself on the fly, and let's not even get into her idea of experimentation. Be wary around this one.

Drawbacks

Not enough? There are ways to collect more points for your choosing, but as always such things always have a price.

You may take up to +1000CP worth of drawbacks maximum.

You can choose to take more, but you will gain no points from it.

I AM JUMPER — +100 CP

You seem to have come across some sort of speech impediment; you can only say "I", "Am", and your name. In that order. Even in different languages that's the most of what you can say. You really better hope that someone eventually figures out what you're saying or it's going to get really annoying.

LITERAL-MINDED — +100 CP

Nothing goes over your head! You are too quick and would catch it. Unfortunately, you have a bit of an issue with sarcasm, metaphors, double entendre, jokes, and any similar things... and by 'issue' I mean you cannot understand or comprehend such things at all. You take everything literally.

HORRIBLE COSTUME — +100 CP

Simply put, your outfit is atrocious. You have no sense of fashion or style, and any costume you could possibly wear is horrifyingly corny. You look like you came out of a Silver Age comic book, and not in the good way either. Expect people to laugh at you for being too goofy, too edgy, or even both.

CATCH PHRASE — +100 CP

You have a statement you like to say, or maybe a motto, something. Point is, you can't stop saying it. Ever. Any time you make a badass moment, or try to be clever, you spout this line like you just made it up. You're going to get on people's nerves quickly.

STEEL HEART — +200 CP

Well this is awkward. Your heart, or core, or whatever counts for it nowadays has been replaced with a small unmodifiable reactor. It will work as well as what you had originally, but you run on a charge now and need to constantly replace the core of said reactor anywhere from once a month to once a week depending on how much energy you use. Should you fail to maintain this reactor or have it destroyed, you will likely die a very painful death.

YOU OWE ROCKET — +200 CP

There is a strange little racoon person out there, and he believes you owe him something. As such, he will follow you and harass you until you pay him back. Spoilers: You can't. Expect your entire time here to be dealt with frequent interruptions and attacks from this fuzzy bounty hunter, and make no mistake he WILL find a way to hamper you. Killing him only makes him return a week later with technology to counter that measure again.

ABOMINABLE MIND — +200 CP

Power is something coveted by many people, and power can take many forms. Unfortunately for you, you're kind of a dick about it now. You're hooked to the rush it gives you, the options it opens up... and you will seriously compromise any morals you have if it means getting more. Whether it means injecting yourself with something irreversible, or killing loved ones, or even laying waste to a planet you will stop at nothing to gain power and use it. Expect to get many enemies now.

ANGER ISSUES — +200 CP

You're going to snap at people at the drop of a hat. Maybe they remind you of daddy, or maybe they hit a sensitive subject, or maybe they insulted you. Who knows? But you're going to get angry quite quickly, at the smallest thing that might annoy you. Collateral damage and enemies are going to become a huge problem.

GLORY OF A MONSTER

+300 CP

You start in Austria now, soldier... in 1942. War is hell, and HYDRA is everywhere, moreso than they once were. They may suffer defeat, but they will continue to thrive and survive, for if you cut off one head, two more will take its place. You cannot win with brute force either... it's going to take some serious spy-work, craftiness, and subterfuge to actually win this one. You cannot leave this world until you have completed your objective: The destruction of all HYDRA.

CORPSE OF A HERO

+300 CP

After Loki attacks the S.H.I.E.L.D. Helicarrier and kills one Phil Coulson, he is normally revived a few days later. Taking this, Coulson will permanently stay dead and there is nothing you can do to change this fact. Without him, most of S.H.I.E.L.D. will fall apart, and many events will change for the worst in this world. Are you sure you wish to inflict this kind of suffering on others, or do you feel you can somehow make up for it?

WRATH OF A GOD

+300 CP

Loki Laufeyson, the God of Mischief, sees you as a direct threat to his plans. As such, he will stop at nothing to see you gone. He will know every one of your powers and abilities, and plan accordingly. But he will not be so forward. He will scheme, he will deceive, and he will subtly take his actions. He will work to truly confuse you before he slides the knife between your ribs. Tread carefully.

END OF AN ERA

+300 CP

The Chitauri would have normally been warded off after their single defeat at the hands of the Avengers. No more. Even before their invasion, they will continually attack you, to the point where it's almost weekly. Their technology will self-destruct upon their defeat, but they will keep trying. Worse yet, after their attempted invasion their attacks on you will become worse and worse. Pray that you can survive.

TIPPING THE SCALES

+600 CP

You are an anomaly in this world. A being unseen before. The Mad Titan, Thanos, has noted your presence and realized you are not from here. He has theorized that your very presence is a risk to the balance of the universe, and only your death will eliminate the risk to his plan to save everyone. As such, he will use every resource he can muster, including the all-powerful Infinity Stones. Regardless if this theory is true or not, it does not change the immense peril you're in.

HULK SMASH!!

+600 CP

You've done the most stupid thing possible. You've pissed off the Hulk. Badly. Within the eternal storm of rage that is his mind, he has one single thought: You are keeping him from Freddie Prinze Jr. This rage has empowered him, bringing him far beyond the power of his comic-counterpart and making him extremely resistant to every one of your powers. You cannot hide for long, and running will only get you so far. Should you space him, he will return within days being much more intelligent, and on fire. Still angry as hell though.

COLLECTOR'S VALUE

+600 CP

Taneleer Tivan, also known as the Collector, has somehow found out that you've entered this world and are not from here. He is willing to pay an extremely high bounty to collect you... dead or alive. Bounty hunters will grow more organized and geared as time goes on, and they will adapt to your tactics quite frequently... as well as all your powers. Should he finally get his hands on you, you will be placed in a box, with no way out and all your perks and enhancements negated so long as you are in the box. You will become a part of his collection forever if this happens, and your jumping days will end.

DEUS EX MACHINA

+600 CP

Ultron's birth will not be heralded by the re-acquisition of the staff anymore. No, when you come in Ultron's intelligence will awaken somewhere in the galaxy. It will grow, it will collect technology, and half-way during your stay it will come to Earth. It will bring technology unseen before, weapons unheard of and powers beyond imagination... including a copy of your own. Each drone will be immensely powerful, any technology incapable of being seized by you. It will be a true war, one that you will be truly outnumbered in. Good luck.

End Choice

Somehow, you have survived the works of this world and have come out on top. Or maybe you succeeded by the skin of your teeth. In any respect, drawbacks are revoked and it's time for you to make a decision.

Go Home

Something about the excitement here has put you off. Or maybe it was the gritty realization of how such worlds can be. Regardless, you wake up in your bed with time on Earth resuming, with all you have gained on your journey. Along with a map that has six points in the galaxy… wonder what that's for.

OR

Stay Here

Oh? The events and changing situation of this world has caught you? Very well. Your affairs will be handled back home, your pets taken care of and time will resume. You will also get an additional +1000CP with all perks/items discounted. As a bonus, I'll even throw in an optional Life Model Decoy to take your place back home, with no one ever assuming otherwise if that is what you wish. Live your life with nothing tying you down.

OR

Move On

There is more adventure waiting, and this universe is too small. You continue on your journey to the next world, with time on Earth still paused for you to explore and plan with no worries.

Notes

-All the items and powers in this jump specifically work with the Marvel Cinematic Universe, and the comics should not be used as a comparison of power.

-Taking the MCU jump does not lock you out of the primary Marvel Comics Jump.

-Should you take the Infinity Stones out of the jump, they will be hampered in effectiveness due to being outside of their reality. They will still be an effective power source that's somewhat slanted towards their aspect, but you cannot utilize its power personally nor can you use it to impact other realities.

-Should you attempt to make a Vision-like body, it will require a very powerful energy source. The prior limitations on Infinity Stones will still apply, meaning while they will make good batteries they will not confer the Stone's full power onto the body.

-Any vehicle you purchase in this jump will be repaired a week later if they should be destroyed in battle.

-The HYDRA Blueprints, should you purchase them, will eventually unlock a method of technology combination akin to the Centipede Project. This machine will take up a decent chunk of the Warehouse, but will allow you to combine technologies that would not normally work together. Many options will be available upon creating this machine.

- Companion Recruitment cannot be used to take cosmic-level villains such as Dormammu and other similar beings.

- ‘Digital Ally', and 'Dum-E and U' does not take up a companion slot.

- Should you wish to explore this world further, please see Marvel Cinematic Universe Vol. 2

-Examples of 'Professor of Asskicking' include mundane fields of science such as Chemical Engineering, Quantum Physics, regular Physics, Electrical Engineering... you could even do Liberal Arts if you felt like it.

-Examples of 'Unusual Specialization' can get more creative; these include Bio-Force Enhancement, Modular Design, Wormhole Theories, anything that seems like it was something out of a comic book. You could even be a renowned scientist of Spiritual Science if you felt like being a fringe scientist.

-'Professor of Asskicking' does not need to lead into what you choose for 'Unusual Specialization', but it can assist in giving you a good base. For example, Quantum Physics, Mathematics, and Particle Physics would certain contribute to an 'Unusual Specialization' for Wormhole physics. You're free to take Liberal Arts, Journalism, and Teaching and then pick Gamma Radiation for your specialization, but it'll be a heck of a story to figure out that jump.

-The Warehouse Attachment prices are cumulative; it would be base price to afford the first benefit, 200CP to obtain the first two benefits, and 300CP to obtain all the options for that attachment.

-'The Hangar' with its expansion purchase can accept other aerospace/deep space vehicles that you may purchase over time. However, it will only take purchases; stealing a warship to throw it into 'The Hangar' will not be accepted by it.

-'The Hangar' with its expansion purchase will also accept ships you build that are 40km in length or width.

-The amount of pedestals in 'Asgardian Armory' are as many as you need.

-The Destroyer Units in 'Asgardian Armory' can be taken outside of the attachment, but only as far as the Warehouse Door. They are primarily meant for protection and defense.

Notes P. II

-Should Thanos collect all of the Infinity Stones and wipe out half the universe, you yourself will always win the coin toss and not be erased so easily. However, your Companions are not exempt. Should they be erased and somehow not be restored using the Stones, they will return to you at the end of your time here.

-All vehicle and weapon purchases come with blueprints to create more, should you have the resources to do so.

-You may import weapons or vehicles/equipment into any purchase from 'Items and Equipment' so long as they are the same type; cars go with cars, not with starships.
-Companions imported with 'Assemble!' have access to the item stipend.
-Custom Companions such as 'George the Gearhead' or 'Deliah the Dark Elf' possess the same stipends that the 'Assemble' import option would have given

-*By taking the *Blessed by the Gods* you potentially unlock additional abilities in other choices in this jump:

-Taking ‘Asgardian’ makes it so your hair and body only get dirty enough to make you ruggedly handsome or beautiful

-Taking 'Monkey Wrench' grants you access to the powerful illusion magics wielded by Loki and Frigg, conjuring images that seem and feel disturbingly real whether they cover something or are made from nothing. Naturally this could make you look and sound like almost anyone, while using multiple illusions will let you see and hear through them while giving you the processing ability to handle it. At the same time, you could mentally influence others of weaker will and use your magic to summon personal items that belong to you.

-Taking 'Retro Engineer' gives you insight into Asgardian theories in using magic in the creation of technology seamlessly, and the utilization of magic in scientific theories and technology. This allows you to make great leaps in using magitech, and eventually learn the inner workings of Asgardian 'technology' to create works like the Bifrost or enchanted weapons that can focus abilities through them.

-Taking 'A Funny Thing Happened' not only increases your battle prowess tremendously, but your physical ability increases to the point where you could take on a group of Asgardians with little difficulty. You also gain the ability to magically generate and manipulate one element of your choosing, such as fire or lightning or other similar physical elements like swords or shields. Whether you use it for powerful blasts or fine control is up to you, but you cannot be harmed by mundane versions of your element.

-Taking 'Old Fashioned Asskicking' grants you greatly increased charisma and intellect, allowing you to rule with great wisdom and command vast armies with little effort. In addition, those who serve under you will find your wisdom of the ages affecting them, their own competencies and skills increasing while learning what is needed to serve you in a fraction of the usual time. You will also find that leaders will treat you with greater respect, being more open to negotiation with you.

. Special thanks to Marvel_Anon, Valeria, SoAnon, and various members of /jc/!