

*Hello* **Jumper**. *Welcome to the Ultimate Marvel, a comic book universe featuring modernized versions of Marvel heroes, villains, and their supporting cast (Earth-1610).*

*You will appear in your chosen location a few days before a 15-year-old Peter Parker is bitten by a certain radioactive spider.*

*After that, unless you interfere, Uncle Ben will do what he does best, dying, and Peter will shoulder a great responsibility. He will be fighting superhumans such as Green Goblin, Dr. Octavious, Electro, and take on many more threats. But that isn't all.*

*Mutant/human relationships are at an all-time low; there are occasional alien invasions; also, try to remember that demons and gods exist in this universe.*

*Anyway jumper, I wish you well for the next 10 years (whatever that may mean in Marvel), oh- and before I forget, here is your:*

# +1000 CP

## ORIGINS

**Mysterious:** Your background is one of mystery. No one truly knows who you are, which means you don't have any friends, or enemies in this world. If you want, you may take this option as Drop-In.

**Athlete:** No Pain, No Gain. You have been physically training for years, and you are easily one of the top athletes on the planet.

**Scientist:** Brains before brawn. You are a firm believer in this idea. You are either working in research facilities such as Baxter Building / Muir Island / Stark Industries, or a high school nerd. Regardless, you are a clever one.

**Criminal:** Life ain't fair. You know this well. You were a homeless kid and had to steal and lie to survive but your struggles have given you a particular set of skills. You might continue with this lifestyle and become the greatest criminal in this world, or turn a new page and try to be a hero. You are still relatively unknown after all.

**Mutant [200cp]:** This is an additional origin, you can take it in addition to any other origin. It does not give any discounts but gives access to the Mutant Power section and 400cp to spend there. Take Mutie drawback for [+0cp], it does not count towards the Drawback Limit.

**Age:** Roll a 2d8+14 to determine your age
**Gender:** Keep your previous gender.
Or pay 50cp to determine either of these yourself

## LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. **Midtown High School:** A public school located in the Forest Hills neighborhood of Queens, New York. Your Friendly Neighborhood Spider-Man and his supporting cast attend this school. You are either a teacher or a student, or a Mysterious.
2. **Stark Industries Headquarters:** Headquarters of a multinational and multimillionaire enterprise run by an alcoholic womanizer. It's a highly guarded building. You won't be shooed away but don't expect to be welcomed inside unless you're meant to be there.
3. **Xavier's School for Gifted Youngsters:** A special institute in Westchester, New York. Founded and led by Professor Charles Xavier to train young mutants in controlling their powers and help foster a friendly human-mutant relationship, at least that's what Xavier claims. You might be a student there, or just passing by.
4. **Muir Island:** A small island off the coast of Northern Scotland. In this island, Moira MacTaggert runs a facility for more dramatic mutant cases (such as Proteus), run by unknown backers. Basically, a place to keep dangerous and out-of-control mutants. You might be kept there as one of those cases, be a researcher there, or you might just be lost on the road of life.
5. **The Baxter Building:** A building in lower Manhattan. It is currently used by the US government to host a think tank of gifted children. The building is currently overseen by General "Thunderbolt" Ross. It may eventually become the home of the Fantastic Four. You might be participating in an athletic experiment, working there as part of the think tank, sneaking in to steal their research, or maybe you are just dropped in there; in that case, you might want to leave before Ross has you arrested.
6. **Latveria:** Country of Dr. Victor Van Damme. Currently, Doom is in New York, so Latveria is still a Third World nation. But, the people of this nation can be very loyal to you. That is, if you were to help them achieve a better life and a better standing in global politics, they might even come to see you like a God and follow you into their death. Although be careful: Doom might have enmity towards the leader of HIS country.
7. **Burger Frog:** A burger joint in New York City. It is fairly popular, and one Mr. Peter Parker may end up working here one day. You may be a part time worker, or just a customer.
8. **Free Choice:** Lucky you! You get to decide where your story starts. Choose one of the locations mentioned above.

## PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

### General Perks

**Combat Training [50cp]:** You receive combat training, at least equivalent to an average black belt from Earth-1218. This won't make you a match to an expert by any means, but you'll be able to hold your own in a fight.

**Looker [50cp]:** Not everyone is a looker. Most people, even in this world, have forgettable faces. But the few exceptional individuals, those who make a mark in this world tend to be good-looking, and now, so are you. This boosts your appearance to the same level as some of the more attractive heroes and villains.

**Secret Identity [100cp]:** You can be a hero, villain, or a thief; it doesn't matter, you'll need a secret identity. Thanks to this perk your mask stays on unless you purposefully remove it, people don't recognize your voice, facial recognition shows no results, and even telepaths can't look into your mind to learn your identity, but they can still do everything else.

**My Mind [200cp]:** Now, telepaths cannot peek into your mind at all. This perk gives protection against even the more powerful Omega Level Telepaths. Although those with a power source similar to the Phoenix can still bypass your defenses.

**My Reality [200cp]:** There are too many reality manipulators in any Marvel-verse, this one is no exception. Thanks to this perk you don't have to fear them as much, they can't personally affect you. However, they can still create effects around you, such as delete the planet so you can't breathe or they can still create a golem to pummel you to the ground or create a black hole to suck you in.

**Blessing of Stan Lee [400cp]:** You have somehow caught the interest of the greatest Watcher, Stan Lee. While he can't help you, his interest made you a better version of yourself. Basically, this acts as a Capstone Booster. Also thanks to Stan's influence, Perks / Powers / Mutant Powers bought in this Jump cannot be surpassed, removed, or stolen, and changes to the timeline or continuity no longer affects you, you still remain the person you were before, but with any additional memory you may be expected to have.

**Mysterious Perks**

**Mystic Arts Lore [100cp]:** You have knowledge of most Mystic Lore, allowing you to recognize most demons, gods, magic items, rituals, and various other things related to the mystic arts.

**Where is Jumper? [200cp]:** You are hidden from most mystical detection methods. Sufficiently powerful beings, such as Dormammu can still find you given enough time. Regardless, it is a very useful skill when facing magical threats from this world and beyond.

**Mystic Arts Proficiency [400cp]:** You are proficient in Mystic Arts. While you are a long way from becoming a Master, you are roughly equivalent to an average Mystic Arts student with a couple of years of training.

**Blood of Strange [600cp]:** You are somehow related to Stephen Strange Sr, don't ask how. You seem to inherit his natural talent for Mystic Arts. Meaning with only a year of training, you can rival a Master of the Mystic Arts who spent decades. However, to reach the level of a Sorcerer Supreme would require at least decades of training and a great deal of resources.

- **Blessing of Stan Lee:** Your talent surpasses that of Dr. Strange. If you study hard, you can reach the level of a Sorcerer Supreme before ten years are up, and even faster with the right resources.
    - Note: If taken with Mystic Arts Proficiency, you start as a Master of Mystic Arts, and if you also have the Blessing of Stan Lee, you start at the level of Dr. Strange Senior prior to his death.



**Athlete Perks**

**Teamwork Makes the Dream Work [100cp]:** Regardless of how you may feel towards some people, you will have no problems working together in perfect synergy. Of course, this does not mean they won't betray you later, but for as long as you are working together, you will bring the best out of each other.

**No Pain, But Gain [200cp]:** Your nerve endings are altered, allowing you to take extreme punishment without feeling any form of pain.

**Blind As A Daredevil [400cp]:** Your senses of touch, hearing, taste, and smell are enhanced to superhuman levels. Combined, they formed a "radar sense" that can replace your sight. Basically, Jumper, you can see the world on fire.

**Monkey See, Monkey Do [600cp]:** Congrats Jumper, you have photographic reflexes. You can now watch another person's physical movements and duplicate them without any practice or training, no matter how complex. You are able to duplicate almost any physical activity after seeing it done by someone else only once.

- **Capstone Boosted:** You have COMPLETELY copied and perfectly synthesized the Martial Arts of the following: Elektra, Iron Fist, Captain America, Shang-Chi, Daredevil, Black Widow, Punisher, and Wolverine. Making you the greatest Martial Artist this Earth has ever seen.



**Scientist Perks**

**Perfect Memory [100cp]:** Your memory retention skills enhanced greatly, essentially giving you photographic and eidetic memory.

**Doctor's in the House [200cp]:** A scientist without a degree is worthless. With this perk, you not only have TWO doctorates of your choice, but you also finished at the top of your class. You also get all the knowledge that requires one to have these degrees.

**Computer Wizard [400cp]:** You are an expert in the field of computer science, demonstrating a genius-level aptitude for programming, hacking, modifying, and diagnosing almost any computer system: even those of unfamiliar human and extraterrestrial origin.

**Genius Level Intellect [600cp]:** Without a doubt, you are a genius. You have one of the greatest scientific minds in the world. In your chosen field, your mastery of the subject impresses even those who are classified as Super Geniuses.

- **Blessing of Stan Lee:** You are a Super Genius. At least on par with Tony Stark. If you study hard and stay away from excessive alcohol you may even rival the likes of Reed Richards, The Maker.
    - Note: If taken with Doctor's in the House, you start as on par with the Beast, and if you also have the Blessing of Stan Lee, you start at the intellect and knowledge level of Reed Richards at the time of your entry.



**Criminal Perks**

**Cat Burglar [100cp]:** You are a master thief. One of the best in the world, capable of infiltrating heavily trapped buildings and escaping with your prize, or easily stealing objects from others without them realizing.

**Disappearing Act [200cp]:** You are a master of stealth. When you want to, you are almost completely unheard and unseen. You can even pull off the famous disappearing act; when someone looks away for a second and turn back to look at you, they won't find a single clue where you are, it doesn't matter if they have super senses.

**Master Planner [400 CP]:** Wow Jumper, look at you. You are now a world-class strategist. You have the ability to see ten steps ahead of most people, and for one reason or the other, random events will never foil your plans, instead helping your plans come to fruition.

**Crime Lord [600cp]:** You are like Kingpin. You can perfectly run your Crime Empire all over New York City, an empire that generates billions of dollars every year. But if you do so, expect some heroes to have problems with that.

- **Blessed By Stan Lee:** No one ever suspects you of being a criminal unless you tell them. And if those you told try to tell others, others won't believe it. But if you are too reliant on this perk, and someone finds clear proof, they will be able to prove it.



## POWERS

You may purchase a single power or mutant power of your choice at a discount.

**The Hunter [100cp]:** You have undergone genetic enhancements to gain some superpowers. You can now lift 2 tons, run 60 mph, are slightly more durable, and have enhanced agility and reflexes.

**Hawk-Eye [100cp]:** While a normal human has up to 150 million rod cells in their retinas, you have closer to 400 million, vastly increasing your visual acuity. Allowing you to hit a target from a mile away.

**Super-Soldier Serum Treatment [200cp - Discount For Athlete]:** You underwent extensive experimental hormonal treatments to become a genetically perfected "super-soldier". You can lift 5 tons and run 80mph.

**Lightforce Conduit [200cp - Discount For Criminal]:** You can generate light-based energy that can be formed into dagger-like shapes and perhaps other shapes with training and skill. This energy can also be used to purify mind control effects, heal, and remove physiological conditions like drug addiction or insanity.

**Spider Physiology [300cp - Discount For Athlete]:** Jumper, you gained the proportionate abilities of a spider after being bitten by a spider that had been genetically modified with the Oz formula. You can pay 100cp more to gain Bio-Electrokinesis and Spider-Camouflage (Miles's Power Set). Also, you can pay an additional 300cp, without a discount to gain immortality.



**Goblin Physiology [300cp - Discount For Criminal]:** The Oz Formula mutated you into a monstrous, Goblin-like creature, which granted you superhuman abilities and ability to use low-level pyrokinesis, enough to send fireballs. Also, you can pay an additional 300cp, without a discount to gain immortality.

**Size Alteration [300cp - Discount For Scientist]:** You can grow up to sixty feet high and can shrink to the size of an ant. A natural neurological reflex prevents you from growing or shrinking beyond this limit.

**Metallic Body [300cp - Discount For Mysterious]:** Your body was covered entirely in solid metal, thus granting you superhuman strength and durability. You are bulletproof and can lift around 20 tons, and also create porcupine-like quills.

**Rock-like Skin [400cp - Discount For Athlete]:** You possess a smooth, rock-like hide as a result of exposure to extra-dimensional energy. The mutagenic process caused your musculature, bone structure, internal organ composition, soft tissue structure, and skin to greatly increase in toughness and density. As a result, you can lift 85 tons and have the durability and stamina to match it. This can be a special form you can switch on and off at will.



**Invisibility [400cp - Discount For Criminal]:** You can make yourself and your clothing invisible to all wavelengths of light. You can project invisible force fields of an unknown nature and use these force fields to enclose and smash items and to protect and lift yourself and others.

**Elasticity [400cp - Discount For Scientist]:** Your cells have been replaced with "pliable bacterial stacks," single cells that duplicate most of the larger functions of the human body. This allows you to stretch your body in myriad ways without disrupting the necessary functions of internal organs such as the heart, kidneys, muscles, or even the brain. With enough training, you can stretch any or all of your body parts long distances; assuming non-human shapes such as a sphere or parachute, or creating extra appendages and even linked bodies capable of holding conversations with yourself.

**Flame On! [400cp - Discount For Mysterious]:** Your external surface, including skin, hair, and eyes are covered with a microscopic layer of transparent fireproofing plates, making you fully immune to fire damage. Your cells generate plasma jets through clean nuclear fusion, allowing you to emit flame from part or all of your skin, and even to fly.

**Sand Body [400cp - Discount For Athlete]:** You can shift your DNA into an organic sand-like state, allowing you to alter your shape and size and become a living mass of sand. You can seep through small gaps, move like a sandstorm at high speed ripping through anyone in your path or harden to a stone-like density.

**Darkforce Conduit [400cp - Discount For Criminal]:** You have a connection to the semi-mystical dimension of pure darkness known as the Darkforce. You can generate a portal to this dimension in a cloak you wear, allowing you to drag objects and organisms into your dimension where they can be drained of light and released back stunned or teleport yourself across vast distances. You could also generate this power as blasts or shapes if you wish.

**Vibration Manipulation [400cp - Discount For Scientist]:** You are able to generate powerful waves of vibrations that can produce effects resembling those of earthquakes. Your vibrations will eventually be powerful enough to knock out Class 100+ beings.

**Psychometry [400cp - Discount For Mysterious]:** You have the power to touch an object and instantly know the history of many events concerning the object such as all of its previous owners, events that took place around the object, and the possible future of the object and its future owners.

**Electrokinesis [600cp]:** You can generate electricity, throw lightning bolts, and fly by riding on electrical currents. You can turn into a being of pure electricity when you wish, and a human form when you want to.

**Hulk Out [600cp - Discount For Split Personality Drawback]:** You are a Hulk. You can transform into a gigantic monster with the strength to easily lift 100+ tons. You also have similar levels of durability, enhanced speed to run 215mph, a healing factor, and the ability to adapt to almost any environment. You can buy this Power for a second time, without a discount, to have the powers of the mainstream Hulk, including his ability to get stronger as he gets angry.



**Black Hole Face [800cp]:** It seems you received a shot of the Source Serum. This turned your head into a miniature black hole. It emits all the energies of a black hole. Most notably, this gives you power over gravity for a variety of purposes.

**Silver Searcher [1200cp]:** You are immortal, your skin hermetically sealed within a silver shell, and your body powered by a star core; your internal temperature is in excess of 20 million degrees. You are superhumanly strong (lifting well in excess of 100 tons) and durable enough to fly through a star unharmed. You can also fire devastating bolts of unidentified energy. Capable of telepathic communication you can also decipher electromagnetic signals in the air to learn alien tongues in seconds. Comes with a surfboard-shaped "void-glider" (also termed a star-threader) to fly in, which generates its own gravity field so that the rider feels no momentum or acceleration; you can control the glider remotely by telepathy.

**Nova [1200cp]:** You have been chosen, by the cosmic entity called the Watcher to save Earth from destruction. You can now teleport yourself and multiple others across galactic distances and even into other dimensions. You can even teleport based solely on need, for example, if you needed super-powered help you can end up in the Baxter Building. Your teleportation can involve you simply disappearing and reappearing elsewhere or through the creation of portals that you can also direct to open behind an enemy by 'throwing' them. Furthermore, you can also fly on a planet, and through space at incalculable speeds, possess durability to tank blows from the likes of Silver Searcher, and project energy blasts powerful enough to harm Galactus after he had merged with the Gah Lak Tus swarm.

## MUTANT POWERS

**Angel Wings [100cp]:** You have wings, you can fly at subsonic speeds and use them both offensively and defensively. You can lift around 500lbs and have slightly enhanced durability.

**Flight [100cp]:** You can direct the kinetic energy in your molecules to propel yourself through the air at superhuman speeds, capable of reaching at least Mach 1 and running across bodies of water.

**Illusion Casting [200cp - Discount For Scientist]:** You have the ability to create illusions. You can psionically cause other people to see, hear, touch, smell, and/or taste things that do not actually exist.

**Kinetic Explosion [200cp - Discount For Mysterious]:** Take the potential energy stored in any object you make contact with and charge it to explode on impact or when you release it from your grip. The larger the object you touch, the larger the explosion.

**Beast [300cp - Discount For Athlete]:** You are exceptionally agile, a skilled acrobat, and superhumanly strong and fast, capable of running at least 75 mph even when carrying someone else. You have clawed hands and prehensile feet which makes you an excellent climber.

**Phasing [300cp - Discount For Criminal]:** You possess the ability to pass through solid matter and objects by passing your atoms through the spaces between the atoms of the object through which you are moving.



**Organic Diamond Form [300cp - Discount For Scientist]:** You have the ability to transform your body into a flexible organic diamond form, granting you the strength to lift 5 tons and the durability of a diamond body.

**Metamorphosis [300cp - Discount For Mysterious]:** You can change your shape, but only into other humanoid forms. But for some reason, you can even replicate their clothes and voice.

**Healing Factor [400cp - Discount For Athlete]:** You have a healing factor able to heal from minor wounds instantaneously, from bullet wounds in a few minutes, and even regrow limbs in a few hours. This also gives you immunity to conventional diseases, toxins, and so forth.



**Explosion Inducement [400cp - Discount For Criminal]:** You can create powerful explosions. You could throw a punch and, upon contact, start an explosion, making quick work of foes. You can tear through walls and cause a maximum of damage to any structure with a minimum of effort on your part. You also have a natural immunity to explosions.

**Teleportation [400cp - Discount For Scientist]:** You possess the ability to teleport. You can teleport up two miles; you can teleport yourself with others in this manner; and in extreme circumstances, you can teleport an entire car alongside yourself.

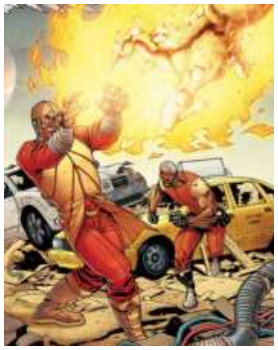
**Optic Blast [400cp - Discount For Mysterious]:** You are able to absorb ambient energy from your environment, such as sunlight and electricity and store it within your cells, metabolizing the energy in order to open a dimensional aperture through your eyes to unleash an exotic form of energy as a heat-less blast of concussive force.

**I'm The Juggernaut Bitch! [400cp - Discount For Athlete]:** You have superhuman strength and durability that turns you into what is basically a human juggernaut. Your powers grant you the ability to lift around 75 tons, matching durability, and enhanced speed and stamina. Your eyes and ears are less durable in comparison to rest of your body.

**Duplication [400cp - Discount For Criminal]:** You are able to create duplicates of yourself. Your limit will be 30 clones at once, but the clones can travel to other continents. You even get their memories back if you merge back with them.

**Mutant Intuition [400cp - Discount For Scientist]:** You have intuitive inventive genius. You have the ability to literally build whatever you could imagine and create machines that were ostensibly impossible to build.

**Pyrokinesis [400cp - Discount For Mysterious]:** As a pyrokinetic, you can psionically generate and manipulate heat and flame. The fires you generate often begin as flames emanating from your own body, but you can also start fires remotely or shoot jets of flame from one area to another.



**Cryokinesis [600cp]:** You can absorb and release heat by manipulating thermal energy. You have the capacity to manipulate all forms of moisture and possess all of the abilities to generate unusually hard ice to form projectiles, slides, and shields that are strong enough to stop bullets. You can travel rapidly along with these ice slides or ice bridges by causing ice to form rapidly beneath and behind your feet, pushing you along the slick surface. You are also able to summon moisture from the air and create floods, blizzards, and/or snowstorms. With enough practice, you can freeze/unfreeze at the molecular level and turn your body into ice, or even water.

**Weather Manipulation [600cp]:** You have the ability to raise or lower temperature levels, direct air currents as hurricane-force winds, create a pressure dome that can deflect attacks, maneuver yourself through the sky, excite electron particles to call down lightning bolts, fire electrical blasts from your fingertips, and summon clouds as fog cover or in order to bring forth precipitation such as rain, snow, sleet, and hail. You can also alter your body temperature to compensate for weather conditions.

**SuperSpeed [600cp]:** Run Jumper, Run! You can now run at Mach 10, your durability is altered, allowing you to survive running at these incredible speeds. With enough time, your speed can reach the level shown by Quicksilver (Earth-1610). Furthermore, you can also learn to vibrate your own molecules to achieve feats such as intangibility.

**Magnetokinesis [600cp]:** You have the superhuman power to channel and manipulate magnetic fields that exist naturally or artificially. You can also absorb electricity to supercharge your own electromagnetic fields. With enough mastery, this power alone could allow you to defeat hundreds of Sentinels, and beings such as Thor.

**Probability Manipulation [800cp]:** You have the ability to use complex mathematical formulas to manipulate probability. This allows you to create a wide range of effects: flight, teleportation of targets, transfiguration, and telekinesis. You could also override the powers of others, although some may resist. Although, don't expect to pull off the feats of Wanda Maximoff from Earth-616 or even Earth-199999 with this power. For example, you are incapable of re-writing reality to make your incest relationship appear normal, you need a therapist to help you… or be a really good Magician.



**Power Absorption [800cp]:** Like Rogue, you can steal another person's powers, memories, skills, and knowledge for a short period of time through skin-to-skin contact. Your touch could be lethal if held on for too long. And if you do kills someone with your powers, you will permanently absorb their powers. Unlike Rogue, this power works through conscious decision, so you can touch others. The downside of this power is that it does not work on those sufficiently powerful, and the psych of those you absorb (even for a short time) stays with you, which can affect your decisions and personality at times. But the Blessing of Stan Lee, makes it so that does not happen.

**Psionics [200/300/600/800/1200cp]:** You possess psionic powers. Their extent is determined by how much CP you spent.

- The first option, **200cp**, is to have relatively weak telepathy or telekinesis. As a telepath, you can read minds in a local area, or control a few people. You may choose telekinesis and toss around cars, and even lift a few tons. Or you can pay **300cp** and have both telepathy and telekinesis.
    - Spending **600cp** would allow you to have either Omega Level Telepathy or Telekinesis. Omega Level Telepathy will allow you to, with enough time, perform everything Xavier has shown to do. Omega Level Telekinesis would allow you to have very fine control over objects, including yourself. At larger scales, you can levitate great weights, into the hundreds of tons, with no apparent upper limit. If you spend **800cp** you can have both Omega Level Telepathy and Telekinesis.
        - Spending **1200cp** still makes you an Omega Telepath and Telekinetic, but now you are also an ideal host for the Phoenix Force. You may eventually learn to manipulate space and time, but be careful, you might still lose your mind to the Power of the Phoenix. (Phoenix can become a companion if you are its host at the end of the Jump)
            - **Blessing Of Stan Lee** makes sure you will not lose your mind to the Power of the Phoenix.

**Magician [2000cp]:** Even amongst the mutants of the Marvel Multiverse, you are amongst the cream of the crop. You possess, perhaps, the most powerful mutant ability in this world. Just like Elliot Boggs, you have the ability to create, manipulate and shape reality at your whim for a variety of effects. You can reduce and increase gravity, increase your physical capabilities, create people, objects, and much, much more. Perhaps it may be possible, with millenniums of training, to rival higher echelon reality-warping mutants of the Marvel Multiverse.

- Note: Unlike Elliot, your powers are under your control, they do not function unless you consciously want them to.

## ITEMS

Item trees are discounted to the origin, General Items are non-discounted, and 100 cp items are free to the origin.

### General Items

**Web-Shooters [100cp - Free With Spider Physiology]:** Web-Shooters were created and used by Peter Parker, you also get a free copy of the formula used to make webbing.

**Stark Suit [200cp]:** "Bodysuit to give you skills you never dreamed of". The suit is bulletproof, can make you run 125mph, and allow you to lift around 5 tons.

**Captain Britain Suit [400cp]:** An exo-suit created by the European Defense Initiative. Allows the wearer to fly at supersonic speeds, enhances their physical attributes, gives him superhuman strength, endurance, and durability on Iron Man Level, and has a forcefield generator.

**Gregory Stark's Nanites [600cp]:** You have an army of nanites that reside within your body. These nanites are self-sustaining and grant you the ability to create force fields strong enough to withstand hits from Class 100+ characters and repulsor blasts, superhuman strength that can break an Iron Man suit, and create large blasts of energy from your hands much in the same way Iron Man does except these are decidedly stronger.



**Mysterious Items**

**Magical Necklace [100cp]:** A necklace that stores a modest amount of magical energy and recharges on its own.

**Sling Ring [200cp]:** A small two-finger ring imbued with the power to open and sustain dimensional portals between any two points within the universe. Only usable by those well versed in the mystic arts.

**Cloak of Levitation [400cp]:** A cloak that allows its wearer to fly at subsonic speeds for indeterminate lengths of time and responds to the user's thoughts. It can be used as a "third set of hands" to attack a foe when the user's body has been incapacitated. The Cloak of Levitation is nearly indestructible and fairly powerful. The cloak is capable of independent action.

**Eye of Agamotto [600cp]:** A powerful and valued artifact that has many functions. Using the Eye, can see through any lie, deception, or illusion, send the eye out at light speed to intercept and absorb massive amounts of any type of energy and free others who are trapped in their own illusions. It is often used to amplify the mind's eye, giving psychic abilities that rival the most powerful of telepaths. It is also often used to playback an area's past events, lift beings weighing thousands of pounds into the air telekinetically, open dimensional portals, as well as place beings in suspended animation. The Eye can track beings by their psychic or magical emissions. The light is given off by the Eye also weakens a variety of evil mystical beings, such as demons, devils, undead beings, dark extra-dimensional entities, and even sufficiently corrupt human practitioners of dark magic.



**Athlete Items**

**Combat Suit [100cp]:** A specialized armored suit designed with some level of protection. It's bulletproof and resistant to various types of attack (explosions, impacts, falls, among others). It is also flame-retardant and insulated. The gloves and the boots are reinforced to rebound the impact of punches and kicks.

**Juggernaut's Helmet [200cp]:** An near-invulnerable helmet that is capable of tracking nearby Homo-Superiors (Mutants). Outside this jump, it is capable of tracking a special group of power. In one jump, it may track metahumans, in a more mundane world, it may track red heads.

**Crimson Gem of Cyttorak [400cp]:** "Whosoever touches this gem shall possess the power of the Crimson Bands of Cyttorak! Henceforth, you who read these words, shall become ... forevermore ... a human juggernaut!". Your strength and durability are enhanced greatly. A regular human can become a Thor-class threat with this alone.

**E.D.I Bio-Mechanical Suit 3.0 (Harness, Power Belt, and Hammer) [600cp]:** A Bio-Mechanical Suit made by European Defense Initiative, it gives the wearer powers similar to Thor. The Harness and Belt give the user the abilities of Flight, Super-Strength, and limited Invulnerability. The Hammer has a power battery that can ionize the environment, manipulate the weather, and even teleport the wielder anywhere in the world using its four-dimensional engine.



**Scientist Items**

**Banshee [100cp]:** A dozen vials of the Mutant Growth Hormone, Banshee. It can enhance a Mutant's powers to "god-like" levels, bringing about secondary, even tertiary mutations. The drug also gives a random power to Homo-Sapiens. The used up vials are replaced weekly. But be careful, this drug is both addictive and lethal, causing a spike in greater mental and emotional instability.

**Adamantium [200cp]:** You get a case (enough to do a Wolverine experiment) of liquid adamantium, an incredibly durable metal, capable of blocking telepathic probes. If you run out of adamantium, you somehow get a new case every year.

**Private Lab [400cp]:** You have a state-of-the-art lab, hidden in a warehouse of your choosing. You own this warehouse, and for some reason, it continuously gets resources and utilities without you ever paying.

**Iron Tech Armor [600cp]:** An improved version of Tony Stark's earlier works. It comes with an Arc Reactor and designs to create more Super Suits if you want to.

- Note: This version, unlike Tony Stark's, does not require a full crew to suit up or monitor.



**Criminal Items**

**Money Money Money [100cp]:** You are no longer a poor commoner, you get One Million Dollars, annually. Don't spend it all on coke and hookers.

**Image Inducer [200cp]:** A watch used to project a holographic appearance to aid you in sabotage, spying, and escape.

**Anti Telepathy Helmet [400cp]:** A metallic helmet in a color of your choice, capable of blocking the telepathic powers of even the most skilled Omega Level Telepaths. Those with the power of the Phoenix, or a similar power source can still breach through your defenses.

- Note: Combining this helmet with the My Mind perk, gives you protection even against the most powerful incarnation of the Phoenix empowered Jean Grey.

**Jumper Industries [600cp]:** Through a life of crime you manage to create a multimillion-dollar company. It is a legitimate business run by you, Jumper. If you wish, it can also be the foundation of your criminal empire.



## COMPANIONS

**Companion Import [100cp]:** Import one companion from your previous jumps. They gain an origin of their own and 400cp. Or you can pay 400cp to import up to 8 companions.

**Canon Companion [100cp]:** Throughout your time here, you are likely to make some friends. With this option, you may bring one canon character with you, provided you share with them about your jumper nature, and they agree to follow you along your journey. You cannot choose anyone more powerful than Thor Odinson possessing his restored powers.



## DRAWBACKS

You can only gain a max of 800 points from Drawbacks
You may take *With Great Power Comes Great Responsibility* in addition to Drawback Limit

**Multiversal Crossover [+0cp]:** There have been several crossovers between Earth-616 and Earth-1610. This option gives you the option to start on Earth-616 instead.

**Ugly John [+100cp]:** You have three faces. No amount of technology, shapeshifting, or reality warping is going to change the fact you have three faces.

**The Hunted [+100cp]:** Kraven the Hunter decided his show's newest episode is going to be about hunting The Jumper. Good luck surviving a man who hunts animals on reality TV and has no superpowers or above-average intellect.

**Physical Mutation [+100cp]:** You possess a physical mutation, this mutation could be unusual skin color, glowing red eyes, furry body like the Beast, non-functional wings (unless bought with powers), a tail, or even large horns. No matter the skill or powers you use, this physical mutation persists.

**Watched [+100cp]:** The watchers have taken a particular interest in your life. Unless there are universal threats they will not appear in front of you, but you'll always feel like someone is watching you. Say goodbye to any privacy you might have had.

**Mutie [+200cp]:** Anyone who sees you use your powers will assume you are a mutant and will treat you like that regardless of what evidence you may show them. Even if you are slightly known by others, Sentinels will be more likely to attack you.

**Hated by Press[+200cp]:** You have somehow irked every journalist in the world. They will misprint almost all your escapades. For example, if you saved a bus of school children from a crazed super villain but damaged the bus slightly, they will print "Jumper Damages Public Property". And if you actually are a criminal they will paint you as the second coming of Hitler. "Jumper Robbed The NYC Bank To Fund A New Auschwitz"

**What's Jumper? [+200cp]:** Your warehouse, as well as the abilities, skills, perks, powers, and items you bought out of this jump, will be locked until your ten years are up. If this is your first jump, this does not have a major impact on you, but feel free to pick it as Marvel is a rough place.

**What's Ultimate Comics? [+200cp]:** You forget any and all out of jump knowledge you have about Marvel Comics. All you have is the knowledge you have from your origin.

**The Maker [+300cp]:** Regardless of any intervention, Reed Richards will eventually turn into the Maker, and his primary goal in this life will be to ensure your downfall. Now, let us see how you handle the Smartest Man in the World coming after you.

**Parker Luck [+300cp]:** No matter how powerful or intelligent you may be, life always seems to have a way of bringing you down. You get superpowers? Uncle dies. You get a girlfriend? She dies and her monster clone comes to torment you more. You have a billion-dollar company? A super-villain will destroy it and all your money will be gone. Basically, Jumper, you are unlucky.

**Red Skull [+300cp]:** You have been raised by the United States Military. Their kind upbringing turned you into what normal people would call a Psycho. You peeled your own skin, cartilage, and fat from your head, leaving only the muscle tissue. Also, you have no value for human life at all, and will do anything to achieve your goals.

**Split Personality [+300cp]:** You suffer from Dissociative Identity Disorder (DID). Your other personality is everything you despise, and it will be in charge of your body for 8 hours every day. During this time they might commit terrible crimes (rape, murder, genocide) with your powers. You have no control over this. Or, if you are an evil asshole, it might help people in need (solve world hunger, give all your money to charity, adopt two dozen children, etc.).

**Ragnarok [+400cp]:** Odin believes you are somehow related to Ragnarok, but he will not smite you, as he is unsure whether you are the savior or the destroyer of Asgard. Every week, he will send an Asgardian Warrior to test you. If you fail (lose), you die. Each warrior he sends is stronger than the last. A week before you can leave, expect Odin Borson to challenge you himself.

**Angry Father [+400cp]:** If you can survive Ultimate Extinction, Gah Lak Tus will merge with an alternate version of Galactus. This version of Galactus seems to hold a grudge against you, believing you were somehow responsible for getting 'his baby girl' pregnant. Expect a pissed-off-planet eater father to hunt you down. The worst part of this drawback is that you won't remember buying it until you see a bloodlusted Galactus.

**Wrath of Daddy-kins [+400cp]:** Thanos believes you are the key to getting a Cosmic Cube. He will use everything available to him to capture you. If he does capture you, you will be tortured until you give valuable information about the Cosmic Cube. If you are captured, you have a week to escape imprisonment, otherwise, your Jump will be broken and you'll be sent home.

**Hostile Powers [+400cp]:** Any supernatural ability you possess (magic or powers), is now harmful to you. The more you use them, the more your body breaks apart. Using them minimally could mean you puke your breakfast out, however trying to use them while fighting for a couple of minutes could mean your body disintegrating.

**With Great Power Comes Great Responsibility [+1000cp]:** Any skill or power you might have bought in this Jump, as well as out of it will be locked away. Your warehouse will be inaccessible to you, and you will be stuck in the body of Uncle Ben for the rest of this jump. Also, since you are Uncle Ben, the Universe itself will send random dangers in your direction, it ranges from a guy with a gun, all the way to the Sinister Six. Good Luck, you'll need it. Cannot be taken with 'What's Jumper?' Drawback.

## ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

**Return:** It's been fun, but this universe has reminded you of the importance of family... It's time to go home.

**Stay:** Go home? This is your home now, and so you'll stick around here. Besides, With the resurgence of Superheroics in full swing, it's bound to be exciting.

**Move On:** You've had your fun here, but now it's time to move on. There's other worlds to see, explore, and perhaps even save. Good luck.