

Marvel and DC

Ver 1.0 by Rater202

Believe it or not, there are some realities where the heroes of the Big Two and their imprints coexist. The most iconic is Earth-7642, "Crossover Earth," where, for the most part, the stories of the main timelines of each franchise occur unaltered, but with additional stories featuring interactions between the two added. Don't ask me what the Atlantis situation is or whether multiple versions of certain public-domain characters exist. But a handful of other worlds exist, such as an unnamed reality in which Steve Rogers and Princess Diana became lifelong friends during WWII, or the timeline in which Jimmy Olsen was killed by Carnage after mistaking him for Spider-Man.

With this Jump, you can spend a decade in one of these worlds. Take 1000 Super Points(SP) to get started.

Origins

For this jump, we're giving you two origins. The first is your setting origin, which is to say whether you're more of a **Marvel** character or a **DC** one. Each setting has its own take on the superhero genre, its own tone and tropes and foibles, and can potentially affect the small-scale mechanics of your powers—a mutate vs a meta-human, or justify a refluff if you're reaching across the aisle for powers.

The second has more to do with your alignment. Are you an upstanding **Hero** of justice? A grim and brooding **Vigilante**? Or are you an outright **Villain**, plotting world domination, revenge, a heist, or just wanting to watch the world burn?

As for age, sex/gender, or the like: Go wild; Supers are an inclusive bunch and often go against the grain.

Perks

Super Body (Free): Just for coming here, you're cured of all illnesses, chronic or otherwise, as well as any unwanted physical disabilities. Mental's iffier, but if it won't fundamentally change who you are to be rid of it, it can be removed, and even if it will, it can still be toned down to something more manageable. You're at the limits of how fit a person can naturally be, adapted for your needs, and will find maintaining it effortless. You're generally as healthy as a human being can be expected to be under natural circumstances, and are reasonably attractive by at least some conventional measurements. As a bonus, we'll throw in a general suite of passive effects that take care of all of your needs regarding cleanliness, grooming, and inconvenient bodily functions.

Scrap (Free): Yeah, um... Have you read a superhero comic book? Even if you intend to go off script and live as a civilian, you're probably going to fight eventually. You have a decent talent for fighting and moderate experience in a martial art intended for practical use in real combat scenarios, such as Krav Maga or other military CQC disciplines, Jeet Kune Do, or maybe Capoeira if you want to get flashy. You're also familiar with common melee weapons and improvising weapons from common objects. You won't necessarily be winning any tournaments, but it's enough to get by.

Retcon Insurance (Free/200 SP to keep): You know what, just in case we're gonna give you this. A guarantee that you and your loved ones will never be snapped or blipped out of existence, removed from reality by a cosmic hiccup, or have your histories altered against your will by time travelers. If worst comes to worst and the universe is destroyed, you'll all end up somewhere safe, no worse for wear. Oh, and the various time cops don't care about you. Free for here, a token fee to keep it permanently.

Comic Time (100 SP): How could Batman partner with Captain America in the 40s and then that same Batman, no worse for wear, team up with Spider-Man in the 90s? And the Joker was around for both of those events, too. Um... Don't think about it. This perk will keep you at your preferred age in terms of both aging and maturation indefinitely. Also, let's throw in a perfect memory effect with all the fixings and an ability to cope with vastly extended lifespans and the ennui and loneliness that potentially come with them, just in case. Wouldn't want someone hurting themselves, mentally speaking, abusing this trope.

Shameless (100 SP): Running around in skin-tight spandex or the like isn't something you do if you suffer from body shame. And well, one of these comics had Starfire *and* Storm in it. Not only do you lack body shame, but people will just sort of overlook a revealing or potentially inappropriate state of dress, causing no legal or social problems for you, as long as you aren't deliberately acting in a lewd or provocative manner.

Event Insurance (200 SP): With this perk, you'll never die, go insane, chain-fail, or suffer other horrible consequences from random chance, getting hit by a stray shot, quirks of fate, or, especially, from getting dragged into a storyline you don't want to participate in, which just will not happen at all barring drawbacks. Any fears of becoming C-List fodder or being screwed over by an author with a grudge should be handled.

Sorcery (200/400 SP): You can do magic, either as a practitioner of one of the dedicated disciplines or a dabbler with a bit of hedge magic from many specializations. For 200 points, you're someone like John Constantine during his early solo adventures, or one of the students just starting at Strange Academy: immense potential, but little ability to use it practically, requiring fast thinking and creativity. For 400 points, you're a Witch or a Homo Magi, someone blessed with innate magical powers, of a storied bloodline giving you considerably more power and experience to start with, as well as some insulation from some of the inherent costs of magic.

Science, It Works (400 SP): You have a massively potent intellect and affinity for STEM fields. As well as the equivalent of about a dozen PhDs, two dozen Master's, thirty bachelor's, and fifty associate's degrees distributed across various fields, both practical and theoretical, from among that category, each accompanied by a minor in an appropriate art, philosophy, or social science when possible, as well as the credentials to prove all of this. Given that Marvel depicts sufficiently motivated high school students as able to create portable cold fusion devices and DC represents genius by having people with no credentials self-teach themselves enough to make world-changing devices in a fortnight, well, you can see the value of this fiat-backed scientific knowledge.

All-Access (600 SP): Oh, wow. Uh... You're not really a Marvel character or a DC one, but... Both? Neither? You're unique in the multiverse, unless you permit dimensional analogs to exist, and can freely travel the multiverse with portals (Local Multiverse only until your chain ends). More importantly, at least for now, is that you receive discounts on both Marvel and DC perks.

Marvel Perks

Bright Surface (100 SP): Marvel looks more fun of the two at first glance. The heroes are more personal, more likely to crack jokes. More of the villains are just normal people with their own hopes and dreams and lines they don't cross. Look, a talking raccoon that gambles and shoots guns. Look, Ms. Walters is defending someone in court as her Superhero persona. As a Marvel-aligned character, you're inherently very personable and are good at making jokes and knowing what sort of jokes are appropriate to a situation—a bad pun works for distracting an enemy but can make things awkward when trying to break the tension.

Cosmic Petri-Dish (200 SP): In Marvel's cosmology, the Earth has been a test-bed for all sorts of experiments by gods, aliens, and alien gods. Most of them tie back to the experiments of the Celestials, but for example, mitochondria in the Marvel universe come from a race that seeded the planet with microorganisms, planning to harvest the biosphere as cattle once sufficiently complex life evolved. With all of the experiments, cross-contamination, and interbreeding, the human genome is kind of a mess, with dozens of genes and gene complexes that react to stimuli to trigger the activation of other genes, which, coupled with the innate cosmic power that comes from being God's vomit, don't question it, trigger superpowers. Coming from this stock, you're genetically complex and robust, which has a number of minor benefits related to overall health and fitness... But it also means that your superpowers need specific counters. A collar that suppresses mutant gifts won't do anything to your gamma-enhanced strength or magical shapeshifting abilities.

Grim Core (400 SP): Under the cheery exterior, Marvel is pretty cynical. Humans are, at their core, deeply flawed, and everyone accumulates scars and trauma, some more than others. But that's not necessarily a bad thing. Some say that the measure of a person is how well they handle their baggage. You handle it well enough, being able to keep your damage under wraps until it's safe and appropriate to be vulnerable. You process trauma perfectly and handle it exceptionally, and you will always recover with time, faster if you're able to do the work. And

speaking of doing the work, the thing about being flawed is that flaws can be overcome: If you keep making the effort to be your best self, eventually you will be.

Inhu-Mutant (600 SP): One of the Heroes from the Marvel End who appears in these stories is one Kamala Khan, the Magnificent Ms. Marvel. Kamala is rather unique because she is the only stable mutant-inhuman hybrid to have powers from both sides of her heritage. Normally, a mutant and an Inhuman reproducing results in someone who won't die from having powers granted by Terrigen, but is otherwise an ordinary human, while artificial hybrids tend to explode. But Kamala was lucky, seemingly having more Inhuman traits than most of the Inhuman hybrids to turn up with her to begin with, having just the right amount of genetic factors from both ends of the equation, and being lucky enough to undergo Terrigenesis before her mutant traits manifested. She's a little less unique now because you, too, are a hodgepodge of modern human, neanderthal, deviant, eternal, Kree, and assorted miscellaneous extraterrestrials born from countless generations of alien experiments interbreeding with baseline humans and each other. This gives you all the benefits of mutant biology, such as being slightly stronger and heartier than you'd otherwise be, metabolizing drugs and alcohol more efficiently, some other minor anatomical differences, and immunity to a number of bacterial and viral infections, including HIV. Hybrid Inhumans lack most of the inherent enhancements of their pureblooded brethren, but your alien heritage makes you immune to most mutant weaknesses, and a lesser-known effect of the terrigen in your system is that you don't show up as anything special on gene scanners. But, more importantly than anything, your hybrid nature means you can possess powers from sources that would otherwise be incompatible without issue. If anything, your disparate powers complement each other.

DC Perks

Dark Surface (100 SP): DC is much more serious on the surface. The brooding, edgy heroes are more prominent, and even most of the friendly, all-loving heroes are slightly distant, more like a protector than a peer for all but those closest to them. The villains get away with more blatant crimes, and let's not even get into the existential horror of all the times reality was rewritten. You are well adapted to such a tone, being able to tolerate all sorts of grim environments and maintain a degree of professional detachment whenever necessary. Things can become impossibly, nihilistically bleak, and you can keep on trucking.

Golden Age (200 SP): Superman was originally a deconstruction of common depictions of Nietzsche's Übermensch. It's right there in the name. Rather than someone who ignored morality altogether, or whose personal code of ethics tended toward the selfish, Golden Age Clark was the kind of guy who would, upon finding out an innocent man was set to be executed, kidnap the actual culprit, drag him to the governor's manor, and force him to confess in order to clear the innocent man's name. As long as your actions are well-intended, you'll never inflict unintentional harm on people, especially not innocent bystanders. Things will tend to work out for the best, and you can break the law all you want and only get in trouble if you hurt innocent people. And even if you're in the wrong, if you punch a cop or something, most people's first thought is going to be to wonder what the cop did to piss you off, as a random example.

Noble Core (400 SP): Underneath all of the darkness and the like is a genuine belief that when push comes to shove, most people are fundamentally good. Part of the reason Batman's villains keep skating on insanity pleas is that the people of Gotham, despite everything, believe in leniency, second chances, and rehabilitation more than in retribution. And let's not forget that Clark's genuine love of all life on earth is shown as deserved more often than not. When push comes to shove, and you might have to make a hard choice, you can always make the right one and will have the strength to do so. Keep it up, and your example will inspire others to keep doing the right thing themselves.

Meta-Human (600 SP): Yeah, I know we said this was more baked into the origin, but it bears saying. In DC, everything's a meta. Unless you're purely a spellcaster, but even that's genetic if you're good at it. Almost all powers are derived from the metagene. People who are genetically altered, by science or magic, are also considered metas and are treated as functionally similar in terms of biology and the metaphysical energy that makes their powers go. So are aliens who are naturally superpowered, like half the Legion of Superheroes. And frankly, some folks whose powers originated externally still have a metagene, such as the Golden Age Flash, who apparently has super speed entirely separate from his connection to the Speed Force, or Elongated Man, whose flexibility comes from concentrated gingold extract but also has the metahuman power of not dying from consuming toxic amounts of gingold extract. You have the metagene, and it's the origin of or somehow connected to your powers, linking them all to your biology. This, in turn, guarantees that all of your powers can be trained, like using a muscle, allowing you to develop greater strength and more breadth to their use. Even the weakest and most rigid of powers can get some improvement, with how much room they have to grow scaling up from there.

Hero Perks

I'm Here to Help (100 SP): Something about you reassures people. If you're here to lend a hand, to protect the innocent, stop the bad guy, or any other classic 'hero' stuff, people will believe that you're well-intentioned and are more likely to listen, cooperate, or be reassured by your presence.

Bantering Battler's Batman (100 SP): You're skilled enough at multitasking that you can hold a conversation in the middle of a fight without being distracted from your ability to fight. Though an appropriate quip or comment from you can distract others. Joking, boasting, insulting, or the like during a fight can not only help keep you calm and focused, but, done properly, it can anger your opponents just enough to get sloppy, or a well-deliberated joke might make them laugh enough for you to get in and punch them in the throat. Needless to say, your banter is top-notch.

Truth, Justice, and Great Responsibility (200 SP): To quote a fictional depiction of Zeus, a hero isn't measured by the size of his strength but the strength of his heart. You have within you the capacity to hold genuine love for all life, to have compassion for and to forgive your enemies, and if necessary, to lay down your life for the greater good. At the same time, you're

not stupid; you're under no obligation to hold affection or give of yourself for people who aren't worth it, and can easily tell if someone is, for example, faking remorse in hopes of manipulating you or escaping punishment. That last bit extends towards always knowing if someone is genuinely evil or if they're just scared, desperate, being manipulated, or suffering from some trauma or mental illness.

Fastest Man Alive (200 SP): You may or may not have a connection to The Speed Force, but when you need to, you can be faster than its strongest avatars. When you have five seconds to get to where the villain is holding hostages, when you hear a cry for help from across the city, when your loved ones are in sudden danger, you'll always find yourself there in just the nick of time.

My Way (400 SP): The best heroes never give up. And now neither will you. You possess infinite willpower and limitless determination; only a change in your goals, or mindset, or hard proof that your goal is literally impossible can dissuade you if you do not want to be dissuaded. At the same time, this does not translate into stubbornness or arrogance; you are fully capable of changing if you want to. This is also useful for fighting off mind control and corruption.

Pure of Heart and Soul (400 SP): Or you can just not be susceptible to such things to begin with. While some heroes fall prey to mind controllers, supernatural corruption, or infections that turn you into a monster, you do not. You're incorruptible, untamable. The worst-case scenario is that such things, if at all possible, somehow make you stronger and never in a way you don't want or that is aesthetically displeasing to you.

Heroes Never Die (600 SP): In order to save the multiverse, Barry Allen ran so fast that his molecular bonds dissolved and he became pure energy, traveling back in time to become the very bolt of lightning that caused the accident that gave him his powers before becoming one with the Speed Force itself. But Barry didn't let that stop him from helping his friends and family. Be it a convenient lightning strike giving Wally an opening, manifesting himself to help Bart drag Superboy Prime into the Speed Force dimension, or literally willing himself back to life and outrunning death itself to help defeat Darkseid. Barry's far from the only hero to not let being dead stop him from saving the day. If you die a noble or heroic death, it doesn't count as chain failure... Period. Even if you're still dead at the end of the jump. You'll find yourself suitably rewarded in the afterlife and can elect to run out the clock in luxury... But any time your friends and family, or innocent lives, or the like are in danger, you can intervene in the realm of the living, even resurrecting yourself truly and properly if that's what needs to happen for you to help.

If This Be My Destiny (600 SP): If it's to save his aunt's life, Spider-Man can lift hundreds of tons. If it's to save the Earth, Thing can keep getting up no matter how many times he's beaten. Batman can fight through crippling injuries. Superman can tow planets. Whether they were a hero all along or a former villain in search of redemption, what divides an everyday hero from a true Superhero is the ability to dig deep and push past all reasonable limitations. If lives are on

the line, if things look dire, and if you need to do something to save the day, then that's it. You can. It'll be hard, but you can do it and live to tell the tale, if only barely.

Vigilante Perks

World's Greatest Detective (100 SP): Like the famed Sherlock Holmes, you're a master of observation, inductive and deductive reasoning, and putting information together to draw accurate conclusions. You can pick up and commit to memory all but the most obscure of details, almost subconsciously, and cross-reference those details across your entire knowledge base effortlessly. Bringing up mind palaces will cause your benefactor to throw a brick at you.

Tibetan Monks (100 SP): Be it from actively seeking out training or just living a long and eventful life, you've picked up a wide variety of esoteric skills. Things ranging from meditative exercises that let you assert conscious control over your otherwise automatic bodily functions, placing yourself in suspended animation to conserve air, using 100% of your muscle power without hurting yourself, brief episodes of astral projection, replacing sleep with an hour of meditation... Some of these touch on the supernatural, but do not constitute a 'power' but rather 'skills', and this list is not exhaustive, though that is the general upper limit. And you can teach it to others.

You'll Never Find Them All (200 SP): You're always armed. You always have access to a weapon. You could be stripped, subjected to a highly invasive full-body search, and then escorted halfway across the world to a cell in a building, city, nation, and continent you've never been to, still naked after verifying you had no way of having anything on you, and still pull a weapon and escape right before they lock the door. If you have access to fiat-backed weapons or have weapons in your Cosmic Warehouse, then you can essentially summon those at any time. Otherwise, what you pull from behind your back has to be something that you theoretically could have hidden on your person or found in your environment, like a shiv or a small handgun.

Built Different (200 SP): While it's entirely possible that you're an exception, most vigilantes are primarily street-level and possess few or no powers. A normal human can't compete with just hard work and training, as much as some anime fans protest otherwise. But you're not normal. You take exceptionally well to training of all kinds, academic or athletic. But more importantly, your learning curve is a straight line progressing at a sharp angle: Every push-up, every sit-up, every step, every book you read, every kata, every moment of meditation benefits you as much as when you first started to train, and that's the maximum that a single instance of such training possibly could. No stalling, no plateauing, no struggling because you didn't start learning when you were a single-digit age, no inability to master something because your brain is too solidified or not solidified enough, no bottlenecks, no having to sacrifice one field for another.

No Killing! (400 SP): Some heroes have one rule, set in stone and cast in steel, that they refuse to break. And turns out, it's a lot easier to stick to than you'd think. No matter how much you brutalize someone, you will neither kill them nor inflict permanent harm as long as you don't

want to. Broken bones will set and heal fine, traumatic brain injuries will have no lasting consequences, and teeth that get knocked out will find themselves back in place sooner or later. Go ahead, shove the goon headfirst through a glass panel into live electrical wires and hold them there till they stop struggling. They'll be fine.

Yes Killing! (400 SP): Or you can just go the Punisher route, I guess. First, you're an implausibly well-trained soldier. Like, imagine the aggregate training you'd expect from the U.S. Army special forces, Navy SEALs, and MARSOC, before going over to the UK and throwing some SAS training onto the pile. Infantry, Commando, demolitions... You've got it all, as well as mastery of an implausibly large and varied number of conventional and exotic firearms. You're also implausibly skilled when it comes to lining up kills, being able to slaughter your way through a small army if you packed enough ammo, and also at not dying when by all means you should have, though that last bit is far less effective against skilled superhumans so do be careful not to bite off more than you can chew if you don't want to wake up a Frankenstein.

Living Weapon (600 SP): Typically, to be acknowledged as a master of martial arts, you have to not only possess a certain requisite amount of skill, but also meet other requirements, most commonly having been actively training for a certain total amount of time. Well, stuff that, because you're a master of the highest grade of literally every school, form, and style of every martial art to ever exist on planet earth, plus a handful of extraterrestrial origin, whether your skill is recognized or not. All of this knowledge is synthesized together, providing you with a mastery of armed and unarmed combat perfectly suited to your needs and preferences, and if need be, you can teach anyone these Martial Arts, creating custom forms to suit their needs as well. Integrating new forms, styles, and techniques from future worlds is as simple as breathing for you.

Knight Without Fear (600 SP): Fear is your greatest ally. You yourself are effectively immune to fear, as you are able to maintain a state of calm rationality in the face of all stress and danger. Artificially induced fear, such as by drugs or magic, hits a bit harder, but you can generally power through it. But more importantly, you can weaponize fear like no other. If you so choose, you can present yourself in a terrifying manner. Every word, every movement, every gesture can be set to maximize unease in general or to intimidate specific targets as well. This might not seem like much, but consider an ordinary man who can make gods freeze with a glare and a stern word.

Villain Perks

Style (100 SP): All the best villains are well-dressed with cool costumes and are masters of presentation. You know how to dress, how to move, how to speak, how to groom yourself to give exactly the impression you want for the type of villain you want at any given point in time. In particular, how to deliver lines so that they sound cool instead of silly.

Immunity (100 SP): By sheer coincidence, despite having radically different effects and leaving opposite marks on their victims, Joker Venom and the Dust of Death are chemically similar

enough that being immune to one makes you immune to the other. Such coincidences aren't necessary for you because, much like Harley Quinn, you're immune to all toxins and are highly resistant to harmful or unwanted drugs.

I May Be a Criminal Lunatic (200 SP): But you still have values, morals, and lines you won't cross, even if they're alien to others. You can smell a rat from a mile away and can always predict if a scheme or alliance will run up against your few scruples or is at risk of being hijacked by the same. And if you offer your services to the hero to help deal with someone worse, as long as you genuinely feel like they're a worse villain or bigger threat, you'll be allowed to help. You might even be allowed to leave afterward.

Dirty Tricks (200 SP): Not every villain has the luxury of infinite wealth or their own country to build up gadgets or find means of studying exotic martial arts. You can make do, however. You might not be an expert martial artist, but you can even the field with every dirty trick in the book. You might not have a fancy engineering degree, but the traps and weapons you can make are deceptively deadly and durable despite their simplicity and construction from salvaged parts. You might not have access to exotic reagents, but you'd be surprised at what kind of drugs and toxins you can make with commonly available ingredients. And hey, this'll still be useful even if you *do* get the fancy education and resources.

Mastermind (400 SP): You're the master of schemes, able to create dozens of complex plans and have them all running simultaneously in such a way that the failure of one will further the others or, at the very least, provide you with some benefit. If you have the resources, you could have every faction in a major city playing to your tune such that you're the ultimate winner of whatever conflicts, with no one else the wiser.

Your Reach Shall Finally Match Your Grasp (400 SP): What's the difference between your everyday run-of-the-mill villain and a real Supervillain? Some would say it's presentation, but that's a different perk. No, I'm talking about two As: Avarice and Ambition. Jumper of Earth-7642, *you want it all*. Of course, not everyone gets an orange ring, so you make do with what you have, for now. As long as your goals have not been met, you can power through anything. And you can *always* find a way to get more. More wealth, more connections, more technology, more power. Whether this is by finding, creating, or stealing something new or enhancing what you already have, even your own mind, body, and soul can be made more.

Then I'm Overqualified (600 SP): There are no ifs, ands, or buts about it. You're a Genius with a capital G. Immeasurably so. Like, take all living humans, excluding outliers, and add up their collective intelligence. You're several steps on the ladder past that. On a logarithmic scale. This mindboggling intellect, this immensely mighty brain, does not in and of itself come with knowledge, wisdom, or skill, but your capacity for learning and problem solving is unrivaled, your memory flawless, and the combined weight of your id, ego, and superego enough to fight off all attempts at hostile mental control or influence from sheer stubborn refusal to submit to an inferior mind. Just... Promise me you'll think twice before you decide to keep an unshielded

chunk of radioactive material two inches away from your genitals all day, every day, for years at a time.

No One Rivals Doom (600 SP): Except for you. At least in one key way. You understand power on an intuitive, intimate level. Not knowledge, which only provides power if you can leverage it, or political power, which requires you to maintain favor from potentially millions of others, or military power, which is dependent on the maintenance of weapons or men... *Real* power. Power that's something that you *are*, not something you wear like a coat. Be it the natural attributes of the human body, fantastical powers originating from genetic mutations, cosmic mantles, sorcerous enhancement, you know, power. Your powers cannot harm you, nor can they be stolen from you, damaged, or suppressed against your will. But far more importantly, your understanding of powers means that your control and mastery of all extents of your powers is perfect and absolute, if not instantly, then within moments of testing your abilities. If you have some form of power copying or theft, you may even find yourself using the powers better than their original user.

Powers

All Origins receive a stipend of +600 SP for this section only.

Captain (100 SP): Via genetics, alchemy, or some kind of biochemical enhancement, you have been made a perfect specimen of your species. All attributes, physical and mental, are enhanced to the absolute limit, the top 0.001% of the top 0.001% of what is possible. You're also eternally youthful, and your heart is technically superhuman, just enough to support you in this condition. Neither your mind nor body will ever degrade, and your acquired skills are similarly safe from the ravages of time or degradation from disuse. This inherent perfection extends down to having a perfect molecular structure and having genetics that are free of any and all flaws, defects, or non-benign mutations.

Flying Jumper (100 SP): Okay, so this wouldn't normally be considered a power, but Richard deserves some representation, and the vigilante perk line is full. You have the talent and skill, the inborn athleticism, the speed, agility, spatial awareness, flexibility, balance, coordination, and equilibrium of someone born and raised in the circus, who has the trapeze and tightropes in the blood that flows in their veins, and who puts the relevant skills to good use both casually and professionally on a near daily basis in a wide variety of situations.

Static Thoughts (100 SP): A layer of psionic static enshrouds your thoughts, preventing most telepathic contact from influencing you or getting more than snippets of surface thoughts. You can selectively lower this if you want, but be careful who you trust in your brain.

Red Triangle (100 SP): Or don't. This has technically never appeared in one of these stories, but the X-Men have, and canonically, they all get this sooner or later: You've received Anti-Psionic Training, implanted psychic shields, and a memetic effect that triggers when you're compromised to help you reassume control of yourself, all by and from Charles Xavier himself. By itself, it is powerful enough that, if it became necessary, you could fight off a psychic invasion

or attempt at mind control from Charles when he's using Cerebro, as was his design, but combined with your natural psychic static, you can generally be assumed to be immune to unwanted psionic, memetic, or otherwise mind-based influence or tampering.

BAMF (100 SP): In a puff of sulfurous smoke, you can vanish through an alternate dimension and reappear near instantly at another location, effectively teleporting. You have a maximum range of a few miles, but attempting to pop up somewhere you don't have a clear line of sight to is risky for several reasons. Do note that momentum is preserved across jumps even if direction is not.

Spritely (100 SP): You can become selectively intangible, allowing you to phase through any solid substance as if it weren't there. This tends to mess up electronics, however.

Daywalker (200 SP): You're a dhampire, someone made 'half vampire' by exposure to the curse-bearing enzymes of a vampire prenatally or during birth. Normally, this would only translate as immunity to vampirism, improved night vision, and an easily manageable need/craving for blood. However, in your case, your latent vampirism has been reactivated, essentially turning you into a living vampire (no relation to Dr. Morbius), which lacks all of the weaknesses of a traditional vampire. For starters, you'll simply be a stronger and fitter human with fangs and extended longevity, but with enough training, you'll be able to equal the full breadth and depth of power possessed by (Marvel) Dracula himself. No comment on whether or not there are two Draculas.

Without Fear (200 SP): All of your senses, save sight, have been enhanced well-beyond any feasible interpretation of human limits. Tell if someone's lying from changes in their heartbeat, read a book by feeling the ink on the page, identify every ingredient down to the last grain of salt in your food, etcetera. This even extends to your sense of balance and spatial awareness. You even have a degree of psionic extrasensory perception that supplements this, such as adding the smell of blood to a serial murderer or letting you perceive the pure power of someone too quiet for even you to hear. Finally, you have the skills to process all of this information and synchronize it, granting you effectively 360-degree awareness of everything in your vicinity, save color.

Empath (200 SP): You can sense, manipulate, and absorb the emotions of others, force them to feel certain emotions, leave them emotionally numb, or even take someone's pain onto yourself to heal minor injuries.

Precognition (200 SP): You periodically get flashes of the possible future, but have no overt control over when it happens. Still, interpreting the insights correctly is a major advantage.

Parasite (300 SP): You can absorb energy. What kind? All of them. It doesn't really matter the kind, with one exception, but absorbed energy sustains you like food and water, and anything in excess of your metabolic needs will improve your physical attributes and healing. If you absorb life energy, that is to say, the energy of a living thing, you can temporarily replicate any skills or

attributes they possess. Even superpowers, from those who have them, though you can only have so many sets of powers active at once before they start interfering with each other. More than five, and you'll have to start toggling some on and off or burn off some energy to make room. Copied abilities only last until you expend the energy of the being you got them from, even if you leave the victim a desiccated, burned out corpse, but copying a specific ability enough times will let you mimic it with whatever energy happens to be in your system—copy heat vision enough times and you might be able to shoot lightning blasts from your eyes if you have enough electricity stored up that you can spare some.

Behold! (300 SP): Your body absorbs sunlight and other bits of ambient radiation, miniscule amounts that no one would ever noticed, and somehow processes it in a physics defying manner, producing a figurative infinity of power that by one method or another lets you emit red beams from your eyes that behave like light but, unless you're intentionally reflecting them off something, hit with solid kinetic force on contact. Maximum range can go for miles, the angle can be anything from a straight ray to a near 180-degree cone, more focused beams can be made to bend to a degree, and intensity ranges from the force of a knife slicing through cake to enough to near instantly reduce an ordinary human being to his component atoms from friction alone.

Kinetic Card! (300 SP): You're charged with energy. Channeling this energy into objects causes their potential energy to become kinetic energy. At a basic level, this would let you make blows with a melee weapon hit harder than they should, but any object fully charged will fly a lot further than it should when thrown and explode not long after charging. Ordinary playing cards are right at the ideal intersection of throwing range and accuracy, impact, control, force, and ability to easily acquire and carry on your person, but it's been noted that a can of baked beans gets a lot of bang for its buck. A side effect of this power is that your nervous system is always slightly charged, which makes reading or controlling your mind a bit like trying to grab a greased snake, though by no means are you immune with this alone.

Psychic (300/600 SP): You possess a particularly powerful brain. For 300 points, you may have telepathy with power and potential comparable to Charles Xavier, or telekinesis with that of Jean Grey. For 600, you may have both. That's unaugmented, by the way.

Listen Bud (400 SP): You've got radioactive blood! And more importantly, a suite of spider-like powers. Starting with what is allegedly the proportionate strength, speed, toughness, agility, flexibility, stamina, reflexes, and healing factor of a spider, which amounts to enough that an average adult man who engages in regular strenuous exercise can hold ten tons over head indefinitely, walk off face planting from the top of the New York Skyline, be four times as agile and flexible as an olympic gymnast, casually sprint a marathon and marathon a bunch of sprints, and recover from a gunshot wound without scarring in a week or two. Your skin is noticeably tougher than it should be, proportional to the overall durability of your body, which, to be clear, is enough that a normal man will break their hands if you don't roll with their punches, and it's possible in the event of severe injury or sickness that you may shed it like a spider's husk as part of a process of temporarily accelerated regeneration. Speaking of great

sickness.... Odds are it's not gonna happen, because your immune system is enhanced enough that anything that survives your radioactive body long enough for symptoms to manifest won't last more than a day longer than that: Something that would kill an average person you can fight off with bed rest and a good bowl of soup. Finally, you have a semi-mystical, semi-psionic 'spidey-sense' that causes a tingling sensation and a vague awareness of the direction of origin whenever you're in danger. And some other things. It's hardwired into your superhuman reflexes so you can fight on autopilot once you're experienced enough.

Metal Man (400 SP): You can at will transform into a body impregnated with an alloy of carbon steel and Osmium, the densest naturally occurring metal. In addition to gaining a good foot of height and superhuman strength well in excess of what is needed to operate at your new mass, but immense toughness, particularly your skin, which is replaced by bands and plates of this metal outright. And yet your skin, and the flesh and organs underneath it, remain both flexible and supple as they need to be to function. Something this hard and strong with this much give renders you virtually invulnerable to anything short of immense superhuman strength, exotic materials, or esoteric effects.

Which Wilson (400 SP): From one shady government project or another, you have received super soldier enhancements. A powerful and complex healing factor allows you to recover in seconds from all but the most grievous of injuries, to the point that, barring being in the fireball radius of a nuclear explosion or similar levels of total bodily destruction, you're effectively immortal. This regenerative ability extends to fighting illness, preventing you from getting sick from natural infections or toxins, as well as most synthetic ones, and conditions your body beyond peak human and into mild superhuman levels. Enhanced neuroplasticity and muscle memory grant you superhuman learning ability and memory capacity. You do not have cancer.

Behold: Cube! (400 SP): The Shaper of Worlds is a being born from a cosmic cube. His powers are weak; however, he can only create semi-real illusions that impose themselves over reality, starting a few meters out from himself and spreading over a planet over the course of 21 hours. As his reality-warping is a mere illusion, it will fade after four years unless dismissed early or actively renewed. You have been bestowed similar powers. While nothing compared to the power of an ordinary Cosmic Cube, let alone other cube beings like Molecule Man and certainly not The Beyonders who created the cubes, it's still far from something to sneeze at, particularly as you lack the Shaper's weakness of only being able to give shape to the dreams of others.

Weather Witch (400 SP): Are you perhaps a God? If not, you can fake it. You have enough control over all aspects of Weather that, as a mutant, you'd be classified as an Omega, i.e., your abilities are technically limitless. Creating phenomena from whole cloth instead of manipulating existing ones, such as making water rain down instead of turning existing moisture into rain clouds, or permanent long-term effects such as a wind that never stops blowing, can have serious consequences, but otherwise, your only limits are your imagination and the time you put into mastering it. This is paired with a resistance to all extreme weather phenomena, the separate ability to generate lightning from your body, wind-aided flight, and the ability to sense the flow of life energy through the planet you're currently on and/or the local biosphere.

Stretcho (400 SP): Your body is highly elastic, able to stretch and deform to a nearly unlimited degree. In addition to many practical uses vis-à-vis increased stride, increased range, and so on, as long as you can stretch and form at an appropriate rate, you are theoretically impervious to physical damage. You can also learn tricks, such as enlarging your eyes and altering their shape to improve your vision to the point of not needing a microscope, or temporarily stretching out and compressing parts of your brain in order to boost certain forms of thinking. Speaking of the brain, this comes with an increase in neuroplasticity, though not necessarily enough to be immediately noticeable, especially if you were already on the smart side.

Beastly (400 SP): You can shapeshift into nearly any animal, living or extinct. This even extends to supernatural or alien animals, if you know about them.

Soul Self (400 SP): You can set out your mind/soul from your body as form of astral projection, either into the mind of another, which can be used both to help them deal with psychological healing or to attack them by harming their minds from the inside, or into real space as a figure made of dark energy that defaults to either a solid colored duplicate of your physical form or an animal you associate with yourself, which can in turn be manipulated to create energy constructs or blasts.

Wild One (400 SP): A complex and powerful healing factor, which can temporarily be shared with others via an infusion of your unique universal blood, coupled with a degree of enhanced physicality, superhuman senses, particularly smell, and a set of iconic retractable claws, makes up this power. Your healing factor is strong enough for you to walk off many otherwise fatal wounds, up to and including skeletonization, as long as there's some nervous system to work with, and revive you from death by suffocation as long as your airway is cleared within a few hours of things going dark. Your claws are very sharp, and alongside your skeleton are plated with a layer of Adamantium Baeta, an organic form of True Adamantium that retains its virtually indestructible nature but which is fully bonded to your bones and grows and heals alongside them. You may have three claws in each hand, or two claws in each hand and one in each foot.

...Or, you can trade in your Adamantium and two pairs of claws, leaving only one in each hand, in exchange for a further enhanced healing factor, enough to regenerate from trace elements within the body of an alien parasite that has consumed and assimilated you if needed and rendering you virtually immortal otherwise, and a set of nanomachines that inhibit your ability to feel pain with no diminishment of other sensations which have been assimilated into your body and count as part of you for the sake of being regenerated. Or you could split it up, Adamantium for nanomachines and claws for extra healing.

Bubstiche (400 SP): Oh, should this be here? Logo's from the Amalgam universe... Well, I guess he debuted in a backup story from a Deadpool/Batman crossover. If you took the three hand claws and have Adamantium, you can upgrade into a canucklezian, or at least someone with the powers of one. Your healing factor is cranked up enough that you can reliably regenerate from a single cell fast enough for that to matter, and your claws are now hooked and

connected to chains threaded through your arms that allow them to be launched out for use at range. You can also survive the vacuum of space.

Let The Devil In (500 SP): You're bonded to an organism called a Klyntar Symbiote, a type of Elderspawn born of Knull, Primordial Elder God of the Void. A symbiote gets all snug up in your cells, hooked up to your nervous system and bloodstream, enhancing you considerably. Your symbiote has abilities similar to the one known as Venom, giving you slightly stronger versions of the same powers you'd get from the Listen Bud power, plus organic webbing and tentacles, but trading spidey-sense for a more general ESP that's stronger but not keyed to your reflexes. It also absorbs and adapts to your DNA, enhancing your other powers three times over from a combination of raw power enhancement and the development of supporting abilities, and causing its base abilities to slowly strengthen over time. Do be careful of fire, dangerous loud noises, and live electricity. By the way, those can really mess up your other.

Crushing Spiders Like Flies (100 SP): Instead of Venom, your symbiote is more like Carnage. While the physical attributes from this power alone are now nearly 7 times greater and paired with enough regeneration to (eventually) bring the symbiote back from molecules and you from cells(though this alone will require an outside source of energy or biomass to occur on any reasonable time scale), the main draw here is the ability to generate not only many more tentacles than venom, but a large number and wide variety of melee weapons from your symbiote's mass. Mostly bladed or pointy, you can also generate spies or blades that can be launched or thrown, which dry up and crumble to dust moments after impact. Finally, the multiplier effect is increased to x5, though most of the extra 'supporting abilities' aspect of it is going to be skewed towards violence.

Marvelous (500 MP): This is actually two powers. One is that your molecules are dyschronic from time, allowing you to borrow mass from the past, future, and alternative selves or shunt it to the same, allowing you to shrink to the size of an action figure, grow fifty feet tall, stretch and deform your body, and shapeshift into almost anything. The other is an ability to passively generate cosmic energy and use it to generate hardlight constructs, starting with a protective aura around you that expands your reach, but expanding out from there with practice.

Shock To Your System (500 SP): Were you perhaps present for a certain incident that occurred in Dakota a while back? Either way, you have immense power over the electromagnetic spectrum. To start with, you can levitate, manipulate large quantities of metal with fine precision in both large chunks and many individual objects, charge things with electricity, and generate both balls of electrical plasma and actual lightning. You can also cling to walls by manipulating electromagnetic bonds on a molecular level, but that might get you sued. With time and practice, and maybe the right scientific knowledge, almost anything conceivable as falling under the scope of electromagnetokinesis could be within your powers.

Ever Lovin' (500 SP): You are, or can transform into, a tall and broad best of a person with skin made of a hard, rocklike substance. This gives you immense strength, roughly in the same ballpark as someone with the Incredible Power later in this document when they're reasonably

angry. Not exactly, but close enough to win with superior skill or just because you want it more. Naturally, you have the toughness to match.

Flame On! (500 SP): Your body is highly resistant to heat and radiation, and can emit sufficient heat, radiation, flame, or plasma to melt bullets and render them harmless in seconds, as well as make constructs out of the same. Finally, you can enter a state wherein you transform into plasma, which not only makes you constantly emit extreme heat but also allows you to fly.

Incredible (600 SP): Your very cells have been suffused with a mysterious, dare I say eldritch, third form of gamma radiation, neither a wave nor a particle but an emanation. This has granted you the ability to transform yourself into a hulking brute with skin the color of jade. Or someone with a physique to rival Adonis or the Amazons, if you prefer. While calm in this state, you are able to lift hundreds of tons, walk off artillery meant to shoot down jets or sink warships, and regenerate half of your soft tissues in seconds, while also being able to selectively emit radiation in your blows and while ‘thinking in math’ wherein you are able to flawlessly calculate exactly how much of your power to unleash to achieve the exact amount of destruction you want, no more or less, entirely subconsciously in the time between deciding to do the destruction and actually doing it. But when you’re angry, frustrated, scared, or otherwise have the adrenaline coursing, these powers grow exponentially, with the only upper limit being your ability to sustain the emotion. Get mad enough, and you might be able to smash planets.

Fast Fast Fast (600 SP): You can move at incredible speeds, your senses and perceptions adjusting as needed, and your body remarkably resistant to friction and the forces needed to move as such. This extends to all forms of movement—you could even phase through walls by vibrating your molecules or fake a flatline by making your heart beat too fast to be detectable. By drawing on esoteric powers—the Speedforce, by default—you can develop countless other physics-defying tricks such as manifesting lightning from the aether, running through time, or striking with infinite force, just to name a few.

Wonderful (600 SP): You are a host to numerous divine blessings. Eternal youth and fitness, coupled with accelerated healing, form the foundation upon which strength to lift tens of thousands of tons, toughness that rivals a Kryptonian, superhuman speed as fast as it gets without being a speedster, flying even faster, and reflexes sufficient to catch or deflect bullets, endurance to carry on for hours even if grievously wounded, superhuman senses, and ability to communicate with, calm, and sometimes command all animals were laid.

Invisible (600 SP): You can turn invisible by bending light with small, invisible fields. You can also see cosmic radiation, usually as a background detail but well enough to substitute for your ordinary sight if need be. With time and practice, you’ll be able to create force fields, invisible energy constructs, change the color of objects, and more just by the creation and manipulation of your light-refracting energy fields.

Starchild (600 SP): You’re a Tamaranean, or at least have the powers of one. A metabolism fueled by ambient ultraviolet radiation combined with a number of powers, including but not

limited to bolts of stellar energy, interstellar flight, superhuman strength and toughness, and the ability to absorb language fluency through skin contact. Some of these are natural, others are unlocked through experimentation, but you've got the whole set. Be careful, though; some of these powers are tied to emotions. Additionally, the solar-powered metabolism, while less picky than that of a Kryptonian, is less efficient: Most Tamaraneans wear the bare minimum of clothing for a reason, and you might need to find a workaround if you don't jive with that style.

Stonetech (800 SP): You are, or can transform into, a powerful cyborg with advanced prosthetics, regenerative nanotechnology, and plating made from the high-indestructible metal Promethium. To start off with, every aspect of your body is heavily reinforced, giving you the ability to safely lift up to four tons casually or five if you strain yourself. Said nanomachines allow you to easily repair and maintain your body with just food and rest. You can interface with machines and shapeshift your technological limbs to generate a number of tools and weapons, including but not limited to assorted lasers, a powerful sonic cannon, grappling hooks, winches, metallic tendrils, electrical shock generators, and the like. Your cybernetic components are highly adaptive, being able to both generate technological countermeasures for opponents on the fly and readily assimilate new forms of technology to gain new features or enhance additional ones, giving you effectively unlimited ability to improve.

Herald (800 SP): You have been imbued with the Power Cosmic, an ultra-refined form of karbon-rich cosmic radiation associated with the death and rebirth cycle of the cosmos. How much? The exact amount possessed by the Silver Surfer. If you so wish, your skin and/or clothing can be plated with a thin layer of a silver or golden colored metal that renders you virtually impervious to even extreme forces and temperatures. You possess immense superhuman strength and regenerative abilities sufficient to reconstitute yourself from total atomic disintegration, which, combined with the ability to exist without a body as long as your mind and soul have not been extinguished, renders you as close to immortal as is reasonably attainable by something born mortal. You are entirely self-sustaining, requiring only negligible amounts of any sort of ambient energy to survive indefinitely. The Power Cosmic, at its most basic level, allows one to absorb, generate, and manipulate any kind of energy, including transforming it from one form to another with negligible loss, transmute matter, control the fundamental forces heal the sick and injured, and much more: You do not age, can survive in a vacuum indefinitely, fly at faster than light speeds in a manner that compensates for the effects of general relativity. You also have access to a simple vehicle of some sort, such as the Surfer's board, that can allow you to fly even faster and serve to channel some of your powers into others.

Omega (800 SP): The Omega Effect is a destructive force associated with Crisis Energy, but distinct from the seven hidden forces. At its most basic level, being bonded to the Omega Effect makes it difficult to permanently kill you, though you won't necessarily come back quickly on your own, so be careful, and rather notably enhances any divine or cosmic powers you might have... If we had to put a number on it, let's go with a x10 multiplier. However, the most iconic power is the Omega Beams, which fire from the eyes, have unlimited range, can be anything from pure heat to pure force, can disintegrate anything short of Kryptonian durability, can twist

and bend even at sharp angles on command or to guarantee a hit to a target, and move fast enough to require speed-force connected reflexes of Batman-Tier plot armor to dodge, can lock onto targets, and at full power can do significant damage to a planet by repeatedly threading through its crust and mantle. You can revive and reconstruct at will anything destroyed by the Omega Beams, and if you so will it, you may, instead of merely killing someone, subject them to the Omega Sanction, wherein they experience a continuous cycle of reincarnation into increasingly worse lives.

Portals (800 SP): You can create portals to anywhere in time or space.

Champion (800 SP): Wisdom of Solomon, Strength of Hercules, Stamina of Atlas, Power of Zeus, Courage of Achilles, and Speed of Mercury, with a call of Shazam! You are granted a perfected body imbued with the selected attributes of these Greco-Roman deities, plus the one Jewish King, via a bolt of magical lightning. Or I suppose if you prefer, you can have Teth-Adam's version, which is based on Egyptian deities instead, though the net result is functionally identical. With physical attributes, including unaided flight, to rival a Kryptonian charged with yellow sunlight, paired with immense thinking ability and intuition, and literally godlike ability to generate lightning, you are perhaps Earth's Mightiest Mortal.

Worthy (800 SP): Or, maybe not. You're Asgardian, or have somehow obtained physiology and divine power comparable to one. Or I suppose you could be a New God if you're coming from the Distinguished Competition. Specifically, you're comparable to Thor's unique heritage, which makes you immensely physically powerful. You also have immense divine authority over a force of nature or an abstract concept.

Of Steel (800/1200 SP): You're Kryptonian. Or a Metahuman with powers identical to a Kryptonian. Or, I guess you could be Phaelosian, a related species with most of the same powers and weaknesses under a yellow sun, but trading heat vision for more versatile energy manipulation. Or the same type of Eternal as Hyperion, who has functionally identical but mechanically distinct powers, draws his strength from ambient radiation instead of sunlight, and trades the red sunlight and kryptonite weaknesses for radiation negation and argonite. Sun God is a little too different in practice, and I'm not offering you Daxamites for your own safety. You get the full package: god-like strength and toughness, notably increased healing, advanced physiology, a dozen forms of enhanced vision, super breath, flight, eternal youth, and effective self-sustenance, as well as all unmentioned abilities, as long as you have access to the relevant solar/ambient radiation. Your associated mineral weakness will fall off post-jump. Or, for 1200 total points you can instead have the abilities of Superboy-Prime, or a Phaelian or Eternal of similar power, which in addition to including far greater physical abilities and a myriad number of one off bits of silver age nonsense also consists of traveling the multiverse by punching through realities, violently altering the fabric of reality, and if necessary being able to employ violence against abstract beings and reality warpers who would normally be beyond such crude physical measures, as well as immense resistance, but not immunity, to being harmed by magic and being impervious to harm from the mineral that would normally weaken you.

Now and Forever (1000 SP): You have bonded to the cosmic embodiment of life and fire, and the cycle of death and rebirth, a being known as the Phoenix Force. At its basic level, the Phoenix grants you immense powers of the mind, psychokinesis, empathy, and telepathy, as well as the ability to generate and manipulate cosmic flames, though other powers can be discovered with practice. It also, through direct enhancement and the addition of complementary abilities, enhances all of your other powers. Between the two, your other abilities will be enhanced 100 times over. With time, practice, and understanding of yourself and it, you may become the White Phoenix of the Crown, the result of a much deeper merger, which enhances the breadth and depth of your abilities by an order of magnitude(x1000 for other powers) and even further you may someday fuse with it completely to form an Abstract Entity, increasing your powers by yet another order of Magnitude(x10,000 for other powers.)

Abyssal Flame (100 SP, Requires Let The Devil In): So this doesn't actually appear in any of these stories, but it's cool, so it's in: The living abyss composing your symbiote has interacted most strangely with the cosmic flames of the phoenix. Two diametrically opposed forces, light and dark, life and death, rebirth and destruction, have, against all odds, combined into something new. New abilities manifest as the two beings you share your body with dance together to a haunting song that resonates in your very bones, growing stronger from each other's influence. No longer does the symbiote fear the flame, nor sound, nor lightning, and the effects they have on your other powers combine multiplicatively.

Evil Upon Evil (1200 SP): The Evil of Mephisto, the Magic of Ibis, the Shapeshifting of Sl'gurt, the Might of Thor, the Cunning of Etrigan, the Science of Rao, the Mischief of Myxsptlk, the Power of Ikaris, the Fear of Nightmare, and The Evil of Darkseid. Using Science, magic, and cunning, a foe of young Billy Batson transformed his name into words of transformation that grant not just those attributes but the full might of those gods and demons combined to himself, and now you too may transform into a being with a godly body and those powers by declaring "Mister Mind!" Though unlike the worm in question, yours are a copy rather than directly draining the powers from their true wielders. Do keep in mind that these are early silver age in terms of time period and modern in terms of key details, so the evil of Darkseid doesn't come with the Anti-Life equation, for example, and similarly while skills are included it doesn't come with the knowledge of how to properly use the abilities—seemingly all Mister Mind could do with "Myxsptlk Magic" was augment his already mighty punches. Still, this is a considerable amount of power by itself, and if you can master it... Finally, stacking evil upon evil allows you to violate supernaturally protected locations, such as the Rock of Eternity.

Items

All Origins receive a stipend of +600 SP for this section only.

Costume (Free/100): You have your own customized, stylish, yet practical costume, preadapted to your powers, self-cleaning, self-repairing, and durable enough that it'll only get damaged in strategic ways to flatter your figure in suitably dramatic fights, though never showing off more skin than you're comfortable with. For 100 points, the costume is armored and comes with a

utility belt or some other discrete means of storage with a number of general useful gadgets and small weapons(such as throwing knives.)

Playing Cards (100 SP): You just always have at least one complete deck of playing cards on your person at all times.

Web-Shooters (100 SP): What you have here is a pair of discrete, wrist-mounted devices that allow you to launch streams of fluid that solidify into absurdly powerful, silk-like adhesive threads on contact with the air. The 'webs' are strong enough to hold a collapsing building together or restrain beings with godlike, city-shattering strength if you use enough, but they dissolve completely after roughly an hour. Oddly, they seem to be able to function selectively as both an insulator and a conductor of electricity, and with practice can be used to create improvised constructs such as a parachute or glider. If you have the requisite strength, durability, and coordination, you can also use them as a method of city traversal, swinging between skyscrapers and the like.

Toxins (100 SP): You have a sample each of Joker Venom and the Dust of Death, two drugs so similar that immunity to one grants immunity to the other, each in aerosolized form. One dose of each is enough to kill an average human nine times out of ten, and it won't be a good way to go or leave a pretty corpse, though the exact effects differ between them. However, each dispenser has an alternative setting that releases a microdose, roughly one-tenth the full dose, that will merely give someone a bad time for a few hours. If an individual takes twenty total microdoses of the toxins in any combination, they'll develop full immunity to both. The dispensers refill one week after being emptied.

Arsenal: (200 SP): At least one copy of any and every mundane weapon ever used by The Punisher can be found in this secure locker. And all the ammo you'll ever need.

Family Fortune (200 SP): Much like Bruce Wayne, you have effectively infinite money in the form of liquid savings, corporate interests, stocks and bonds, and miscellaneous passive income. Your personal needs and expenses, and those of your followers and companions, can always be assumed to be met, but the trade-off for not having to worry about taxes or breaking the economy is that there is a large but impenetrable upper limit to how much you can improve the world from charitable spending of this money alone. You do get a stately manor, however, with more than sufficient amenities for the comfort of you and yours.

Jumper Mobile (200 SP): This car is as sturdy as a tank, can reach top speeds of over 200 MPH, can drive on all terrain, turns on a dime, never seems to need refueling or maintenance, and is equipped with a number of generally useful gadgets and nonlethal weapons. Also, it's somehow street-legal.

Lazarus Pit (200 SP): Technically, this never appeared in these stories, but Ras Al Ghul has so... In your warehouse or another of your properties is a hole in the ground filled with water polluted with dionysium, as a radioactive metal liquid at room temperature that's associated with

rejuvenation and madness. A dip in this pit will heal injuries, restore youth, cure sickness, and even revive the recently dead, producing someone in perfect physical condition, in exchange for a bout of temporary violent insanity. However, while not noticeable over the short term, over the long term, the pit becomes less and less effective.

Trick Arrows (200 SP): This is a high-quality bow made with the best modern materials and construction, and a quiver that supplies you with a wide variety of trick arrows—basically anything ever used by Green Arrow or Hawkeye is on the table, and the exact loadout depends on your needs at the time. You'll always have at least one boxing glove arrow, which is more effective than it has any right to be.

Katanas (200/300 SP): What you have here are a pair of modern swords made with advanced metallurgy, which just so happen to resemble iconic Japanese blades and are wielded as such. Durable enough that the likes of Bane or USAgent would struggle to break them and sharp enough to cleanly cut granite. Either they're silvered, making them extra effective against vampires, werewolves, and similar supernatural beings, or they contain carbonadium in their makeup, which makes them exponentially more durable and causes wounds they leave to be resistant to natural healing, including regeneration. An extra hundred points, and they have both.

Goblin Armor (400 SP): This is a suit of light armor that will protect you from blunt impacts and most bladed weapons while being thin enough to wear almost casually. It comes with a glider, a high speed personal flight vehicle with some insane maneuverability that is itself equipped with retractable blades on the front and machine guns, as well as a supply of Pumpkin bombs, highly powered incendiary grenades, razor bats, batshaped shuriken laced with a poison that negatively impacts extrasensory perception, and both a taser and 'sparkle beams,' moderately powerful lasers, hidden in the gloves.

Mighty Shield (400 SP): A circular shield forged from Proto-Adamantium, a vibranium-based alloy even more durable than the Adamantium that came after it. The unique properties of vibranium let the shield be thrown like a boomerang and bounce off of nearly anything. In the extremely unlikely event that the shield is damaged, you'll find it repaired in such a way as to make it even stronger.

Energy Lance (400 SP): Something Deathstroke used to use back in the day. Simple enough, a durable quarterstaff that can fire a powerful laser beam from the end.

Size Changing Cupcakes (400 SP): A pair of cupcakes, carefully labeled, with size-changing properties. One expands you to the size of a small kaiju. The other reverses the effects of the other. If consumed, they will be replaced the next day.

Weapon XXX (400 SP): This is a high-quality, absurdly durable motorcycle that can travel interstellar distances through space. Seats one, but can somehow keep you safe and alive in a

vacuum if you can't survive like that alone. Alternatively, you may have the Thanoseidcopter, a mobile throne with the legs and blade of a helicopter with similar properties.

Amazonian Regalia (600 SP): A set of iconic magic items used by the Princess of Thymscria and/or Paradise Island. The Bracelets of Submission, indestructible metal bracers based on shackles worn by the Amazons when enslaved in the past, and continued to be worn as an act of defiance, are able to deflect bullets and energy blasts alike if the user can successfully block the attack with them. The nameless tiara, in gold or silver, is similarly indestructible, can be thrown like a boomerang, and is able to cut highly durable substances if wielded with sufficient strength, up to and including the flesh of a Kryptonian under a yellow sun. Finally, the Golden Lasso of Truth is able to dispel illusions, and anyone ensnared in it is compelled to follow the orders of the wielder and cannot lie, even to themselves, even if they don't know they're lying. The tiara can be swapped for a crown if any masculine-presenting jumpers would be insecure otherwise.

Cloak of Levitation and Eye of Agamotto (600 SP): The traditional vestments of the Sorcerer Supreme, these semi-living artifacts have interesting abilities. The cloak allows the wearer to fly and can act independently to protect the user. The eye can shine a light that dispels illusions and reveals someone's true nature. The eye can also augment the psychic powers of the user, magnifying the potency of telepathy or clairvoyance, or allowing someone to astrally project further or stay separate from their body for longer. Finally, wearing these marks you as a champion of the Vishanti, who are willing to subsidize the costs of your spells with their own power, making you effectively a much stronger sorcerer.

Tentacle Harness (600 SP): A belt that interfaces with your nervous system, connecting it seamlessly to four long, powerful, and highly flexible mechanical waldos with grasping claws at the end. Two of them together are more than strong enough to support your weight, allowing long-distance travel much faster than conventional walking, and can easily, for example, tear the door from a bank vault or fight someone with moderate levels of superhuman strength and toughness. Controlling the arms is as simple as thinking; as long as the harness is hooked up,, they're an extension of your body, though they do have a rudimentary AI with intellect comparable to a dog if you require them to act autonomously for some reason or another.

Augmented Power Battery (600 SP): This is a lantern power battery, Red by default but available in any of the seven main colors. Rather than serve as a power source for a Ring or another Lantern Corps device, this one has been modified using Mysterio's technology so that it can project the battery's associated emotion into vast numbers of people across an area the size of a large city. I'm sure the tactical applications of this are obvious.

Armor of Doom (600 SP): This armor is made of a durable titanium alloy and has been extensively augmented both magically and technologically. In addition to immense durability and granting superhuman strength, it contain within it's makeup splinters of the True Cross and similar holy relics to protect from demons and the undead, and a vast assortment of weapons and gadgets including but not limited to a jetpack, the ability to fully or partially electrify itself for

defense or offensive purposes, a portable nuclear generator, computer assistance, multiple energy weapons hidden in the hands, infrared scanners to augment vision, non-Jetpack aided flight, a backup solar battery, a video communicator, a forcefield generator, and an assortment of modular weapons and gadgets which can be integrated into the armor as needed, such as an ionic blade or a mini-missile launcher.

All-Black (800 SP): In one world, the War of the Realms was led not by Malekith, but Darkseid, wielding All-Black at the head of an army of symbiote-bonded Parademons. After the fall of Asgard and his invasion of Earth, it fell to Diana of Themyscira and Jane Foster, acting as Thor, to lead the charge against him. The Ruler of Apokolips called the primordial symbiote 'the Anti-Life Sword,' but it does not appear to have any properties outside of those which it possessed when wielded by Gorr the God-Butcher, and is assumed here to be identical to that state. You may optionally merge it with a Klyntar symbiote or similar being you possess from any source for free.

Mjolnir (800 SP): Whosoever holds this hammer, if they be Worthy, shall possess the power of Thor. And since you're paying for it, you're always Worthy and can set the requirements for whoever else can wield it, even retaining exclusive access for yourself. When wielding this mystical Uru Hammer, you possess the divine physiology and powers of Thor, God of Thunder, on top of any power or abilities inherent in yourself. Additionally, the hammer has its own powers, including the absorption and amplification of energy, the mystical 'godblast,' and the powers of the God Tempest, a cosmic thunderstorm the size of a solar system.

Mother Box (800 SP): A Living computer with a soul that loves you unconditionally. Motherbox is portable, composed of New Genesian technology, and has a number of highly useful features that, combined, constitute highly limited localized reality warping, but most notably, in addition to functioning as a personal assistant, she can open Boom Tubes, portals that allow travel between different universes(local multiverse only) or between any two points in the same universe. They're kind of... unsubtle, however.

Power Ring (800 SP): A ring that allows you to channel and shape the lights of the emotional Spectrum. Technically, only Green and Red have appeared in these stories, but you can have any color except for White and Black, which technically encompasses the entire spectrum, and Gold, which... Frankly, it may not even be part of the Spectrum, Bendis didn't say. Ultraviolet and Grey are on the table, however, and if you really want a Black or White Ring, I guess you can buy a ring of each of the seven main colors, or import any you've obtained previously, and merge them together. I could give you a battery to power it, but for convenience's sake, the ring you buy here just has infinite charge (output is unaffected)

Hammer and Steel (800 SP): Armor and a weapon. The armor is a suit of powered armor, originally designed for military use, though never deployed for that purpose, before experiencing significant upgrades and redesigns in the face of superhuman opposition. It is entirely solar-powered. It allows for rocket-propelled flight and augments the strength of the wearer such that they can lift dozens of tons. And onboard artificial intelligence feeds information to the

wearer as well as allowing the armor a degree of independent function and a form of technology-based telepathy for remote communication with others. An advanced sensory suit mimics the hearing and vision of Kryptonians. It has a complex life support system and incorporates a unique iron alloy found in a meteor that protects the wearer from psionic attacks. Most impressive is its durability: advanced alloys, inertial dampeners, and other bits of superscience allow the armor to resist immense amounts of force. It is likewise sealed against radiation and able to easily withstand heat equivalent to the interior of a nuclear reactor, and being completely submerged in powerful acid. The Hammer is a high-tech sledgehammer which can be made to fly on its own, stop, and return on command, produce a variety of electromagnetic effects including EMPs, and most famously magnify its momentum the further it is thrown: At 60 yards or greater, its destructive output rivals that of a Kryptonian.

Warsuit (800 SP): What you have here is a suit of powered armor designed to keep up with Kryptonians. While its strength and durability don't quite match up, the addition of an invisible forcefield and numerous heavy armaments, including energy weapons that mimic red sun radiation and various colors of kryptonite, is able to make up the difference. While exposure to focused radiation is harmful regardless of what kind it is, once per jump, the armor can automatically be upgraded with similar, additional countermeasures that are generally useful but especially effective against a single local power type.

Companions

Import (100 SP): For a flat cost, import up to eight companions. They gain a full set of origins, discounts, and budgets, as well as 700 points to spend.

Recruit (Free): If you can convince a local to come with you, they can come along, receiving fiat-backing for their abilities and equipment, for free.

Teen Protege (200 SP): What you have here is an up-and-coming teenage super who has, for whatever reason, found themselves attached to you. You receive a discount if they match your alignment.

The Ghost (Discounted Hero): This young man was in a tragic accident, and now he's half-dead. Being midway through life and death as saturated his body with ethereal energies, giving him the ability to transform his body into a state that not only has great strength, toughness, and regeneration but lets him fire blasts of electroplasmic energy, fly, phase through walls, possess others, turn invisible, unleash a highly destructive, ear-piercing whale, and even counts significant amounts of ice and snow. While dealing with all the struggles and temptations of being an unpopular kid in high school means he doesn't always make the right choices, but push comes to shove... I mean, no one's making him do this, and he doesn't have a dead relative or mentor whose memory drives him to be responsible. He's using his powers this way simply because it's the right thing, and that counts for something.

The Queen (Discounted Vigilante): After suffering a psychotic episode following a horrific act of bullying, this girl awoke to find she could control and borrow the senses of

anything she considered a bug within several city blocks of herself. Combined with a near-infinite ability to multitask and partition thoughts... She wants to be a hero, and when the chips are down, she's more than willing to prove it, but is utterly ruthless and is more than willing to become a villain herself if that's what needs to happen to take down the real monsters.

The Victim (Discounted Villain): She doesn't like being thought of that way, but she objectively is. She was born with a mutation or meta-ability that manifested, at age four, as vampire-like fangs, the ability to shapeshift into whomever's blood she's consumed, and a psychological compulsion to consume blood. Rather than find a way to treat or manage this condition, her parents spent ten years demonizing and abusing her while making her see a quack headshrinker who cared more about the appearance of normality than her mental well-being. Ten years of repression, of worsening mental health, later, and the poor girl snapped, stabbed her crush with a pair of scissors, and sucked his blood out with a straw. Her severely damaged psyche associates using her power and satisfying her blood cravings with love and affection, which, combined with valuing her own freedom above all else, means she's well on the road to becoming a serial killer. You might be able to help her be something more functional, however.

Drawbacks

I'm a Marvel... And I'm a DC (Toggle): Rather than go to one of the official crossover verses, you may instead go to a fanwork that incorporates both settings.

Seriously, Atlantis? (Toggle): Any unresolved contradictions can be resolved in any manner that makes sense to you.

What If...? (Toggle): You may, if you so prefer, take one(1) DC jump and/or one(1) Marvel jump and attach them as supplements to this jump, even if they do not ordinarily possess supplement toggles. The tone or narrative of this jump may or may not change based on what was selected. Remember to keep point totals separate.

Breaking The Plot Like Bane Breaks Backs (Toggle): You may attach this jump as a supplement to any one(1) jump that contains Marvel and/or DC elements. Again, separate point totals.

More Than Meets The Eye (Toggle): Earth-7642 is also the reality in which a New Avengers/Transformers crossover comic took place. You may include Transformers franchise elements in the world of this jump, and optionally use a single Transformer Jump as a supplement for this one.

I'm Invincible (Toggle): Technically, Mark Grayson's brief journey took place on Earth-616, but it's implied he went to DC as well, and the way these stories work, it's fair to assume a version of him popped up or will pop up eventually. You can assume that the Image Comics Multiverse

is part of your local multiverse and may optionally attach a single Image Comics Jump to this one as a supplement.

King of the Monsters (Toggle): Both Marvel and DC have had crossovers with the Godzilla Franchise. Marvel even has some of them as a canonical part of its main timeline. You may assume his existence and potentially treat a single Godzilla or related Jump as a supplement for this one.

Turtle Power (Toggle): The original Mirage comics Teenage Mutant Ninja Turtles pilot issue, as an Easter egg, very strongly implied that the Ooze that mutated the turtles was the same vial of toxic waste that blinded Matt Murdock, with The Foot being a legally distinct reference to The Hand. The TMNT franchise has also crossed over with DC. This toggle lets you assume the Turtles are around and optionally use a single TMNT jump as a supplement.

Are You Sure That's Armor? (Toggle): There was a Witchblade crossover set in this verse, so a Witchblade Jump, or a jump attached to that general setting/universe, can be used as a supplement for this one.

Reprints (+100 SP): Your adventure is going to go on longer than most would expect. Each purchase of this drawback extends your time here by a decade. The only limit is how long you think you can get away with here.

Discowing (+100 SP): You have no style; any outfits you wear will, at best, only be fashionable for specific subcultures in specific time periods, and even that's pushing it. Any super suits you have are affected for the jump duration.

Inconsistent Civilians (+100 SP): DC Civilians usually praise and support their heroes. Marvel Civilians are often ungrateful bastards. In a fused world... Well, the civilian reaction to your actions will always be the opposite of what you anticipated.

Jurisdiction Friction (+200 SP): With this many heroes, villains, and clandestine government organizations running around, it means that coordination is difficult. You could be doing a job for SHIELD only to get in legal trouble for interrupting a CADMUS operation. The Avengers and Justice League could get in each other's way by accident, responding to the same crisis, or worst-case scenario, two alien invasion forces could get into a tussle over the Earth with no care for the collateral damage. This is never enough to doom you or the world in and of itself, but it's very inconvenient and will take the effort of multiple parties to resolve.

A Certain Contract (+200 SP): You've received a tip-off that Deathstroke the Terminator has set his eyes on one of the teen heroes on the Marvel end in the hopes of manipulating them into helping him with some scheme or ambition. You don't, strictly speaking, have to figure out who and warn them, or track him down and introduce him to the business end of a carbonadium sword, but could you really live with yourself if he drugged, brainwashed, or assaulted someone and you could have stopped it?

World's Meta-est (+400 SP): Gwenpool and Superboy Prime have started hanging out. This is a post 'had a face turn and destroyed the Dark Multiverse' Prime, to be fair, but they're.. Kind of enabling each other's worst traits. I don't know what'll happen if their antics shatter the Fourth Wall permanently, so you might want to get on that.

Ultimate Absolutes (+400 SP): Instead of being based on the mainline continuities of the Marvel and DC Universe, you are instead Jumping a setting that combines Absolute DC, a world tainted by Darkseid where Evil has the advantage over good and the heroes are all missing something fundamental, and the original Ultimate Universe, a world where 90s/2000s edge, hard men making hard descions, and angst reign supreme, being opposed to incest among immediate family members makes you old fashioned, and cannibalism is *just* common enough to make you think one of the editors had a fetish. This won't affect your items or powers, but it will adjust other drawbacks and impact your companion options. It's uh, you're gonna have a rough time, buddy.

On Your Own (+600 SP): All your companions and followers are getting an all-expenses-covered, endless-budget vacation to Crazy Jumpchan's Destination Resort-Themepark-Spa-Cosino without you. It'll last the duration of this jump. You can still import them, but they'll only stay long enough to pick up their stuff before heading out. Might want to take this, if you take certain other drawbacks, to spare them from what you're putting yourself through.

Power Lock Out (+600/800 SP): You know the drill, all powers and perks not sourced from this jump or another trip to the Marvel and/or DC settings are sealed for the duration. For an extra 200 points, give up everything but this Jump's purchases.

Item Lock Out (+600/800 SP): As the above, but applying to items and warehouse access.

Villain Crossover (+800 SP): Apocalypse has successfully claimed Doomsday as his new host. Lex Luthor has stolen the device that turned General Ross into the Red Hulk and added Kryptonite radiation to the mix, giving himself a powerful body that can exploit Superman's greatest weakness simply by existing. Thanos has incorporated a portion of the Omega Effect into his latest round of upgrades. Bane's venom is now laced with MGH, Doom has reverse-engineered the technology behind the Motherbox and incorporated it into his armor, Ras al Ghul has augmented the Lazarus Pit with the Infinity Formula, and the Joker is the new host of the Carnage symbiote. Have fun.

Parallax Has The Infinity Gauntlet (+1000 SP): Parallax has once more possessed Hal Jordan and has obtained the complete Infinity Gauntlet. That's it. That's the whole drawback.

Scenario

Gladiator Supreme

Have you heard the tragic tale of Hugo Danner? In many ways, the first ‘superhero,’ Hugo’s father, was a scientist who created a formula that, administered prenatally, would bestow upon the child immense physical attributes, such that they would grow up to be superhuman, comparable to a young Superman during the time known as The Early Golden Age. Hugo was the test subject and, after growing up on a farm, spent much of his life using his strength to help others, only to suffer the alienation that came about from being, in some respects, a god among men—he accidentally killed a man in an argument, ripping open a bank vault to save a man inside got him tortured, he lost a job because he was too good at it... Ultimately, he decided his purpose in life was to breed a race of supermen like himself, only to be struck dead by a bolt of lightning right after. Or that’s the official story; he may have survived a little longer, or so claims his alleged descendant, Iron Munro. If only he’d been born a decade or two later, he might not have been so alone.

However, the story doesn’t end there. Hugo’s father was a scientist, and scientists tend to write down their work. Abdenego Danner’s notes have resurfaced and fallen into the hands of the worst possible people to obtain them: working together, Lex Luthor and Victor von Doom have not only recreated the original formula, but, combining science and sorcery, have improved upon it by combining it with a number of chemical and alchemical substances. A sample of Professor Erskine’s Super Soldier Serum extracted from blood discreetly stolen from Steve Rogers, and the Goblin Formula taken from that of Norman Osborn. The venom that empowers Bane, as well as the similar drug Tar, and the Miraclo from which venom is derived. Synthetic Mutant Growth Hormone modeled on Sabretooth. The treatment that gave Deathstroke his powers. The Infinity Formula. Gingold extract, water from the Lazarus Pit. Wakandan herb, the Blockbuster formula, the serum responsible for Taskmaster’s photographic reflexes, and a few miscellaneous others whose effects are minor in comparison... and, because Lex just couldn’t help himself, a solution of Kryptonite.

This cocktail of superhuman drugs was administered to an embryo cloned from Lex Luthor’s DNA, which he plans, once it finishes gestating, to transfer his consciousness into as he did when he escaped terminal cancer, becoming, in all ways that matter to him, a God. Physically powerful, highly intelligent, and virtually immortal. And able to kill Superman, can’t forget that part.

Doctor Doom is, of course, planning to betray Lex and steal his new body with the Ovoid Mind Switch after Lex takes it for a test drive.

Your mission, should you choose to accept it, is to find the laboratory and either stop this experiment or, failing that, defeat whichever egomaniac is occupying the body.

Reward: However you resolve this, you’ll somehow find yourself in a flash drive containing all of **Lex and Doom’s Research Notes**. At a base level, it contains the formulas for all of the substances used in their upgraded Danner formula, including notes on how to synthesize replacements for rare or unique ingredients using common substances without negatively

impacting the final product and tweaks that can be made to mitigate negative side effects. It furthermore notes exactly how the various substances work together and has speculation on how the individual compounds could be combined outside of the complete product. The only thing missing is Lex's last-minute addition of Kryptonite, but why would you need that when you have everything else? Especially since one of Doom's notes mentions a relatively common herbal substance that, used as an additive, would allow the Danner Formula and its derivatives to be applied to subjects who've already been born...

The End

Your Time in This Reality has come to a close... Or has it? As always, the choice remains: you can stay here forever, go back to your original world, or move on to your next jump.

Notes

You may note some similarity between "Let The Devil In" and "Now And Forever" in this document and "Bully Jumper" and "Phoenix" in Aehriman's Stargate: Galactic Imperium jump. This is intentional and done with permission. Do note that while these powers are a little(or a lot) stronger due to being comics-accurate rather than movie-accurate, they work differently on a mechanical level, and his versions, either in the text or by clarifying statements he's made, can do things or be used to do things that mine cannot.

Regarding Abyssal Flame, the combined multiplier multiplies *once*, so the basic levels will come up to 300, while a fully fused Phoenix paired with Crushing Spiders Like Flies will bring it up to 50,000. The fancy language basically boils down to "the non-multiplier aspects are affected by the unmodified multipliers of the other power"(i.e., Phoenix x3-5, Symbiote by 100-10,000). If you *don't* buy Abyssal Flame, the powers don't interact with each other *at all*, and their combined effect on other powers is additive.

Omega's multiplier on divine and cosmic abilities combines additively with the power-enhancing effects of Let The Devil In and Now and Forever whenever they would both apply. While it is otherwise affected as normal by Let The Devil In and its upgrade, The Omega Effect and the Phoenix Force are rather incompatible and without some third-party hack, Omega and Now and Forever won't affect or be affected by each other at all. Nor does Omega gain any boost from Abyssal Flame, beyond what it already got from Let The Devil In.

When Darkseid is mentioned in Evil Upon Evil, it should be read as his Avatar, not the Multiversal Cosmic Abstract.

"Which Wilson" should be read as a best-of of Slade and Wade's power sets.

Some of the stories on Earth-7642, if not clear, combined Marvel with a DC Imprint rather than DC proper. Those elements are all being classified as DC for convenience.

The OC companions are respectively based on Danny Phantom, Taylor Hebert, and Himiko Toga.

I cannot stress enough how bad an idea it would be to take the Gladiator Supreme Scenario alongside the Villain Crossover drawback.

On that note, let's go over what exactly the Improved Danner formula gives you.

- The Danner Formula itself essentially makes you early Golden Age Superman—faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound—the original author of *Gladiator* claimed that Superman's creators were inspired by his novel, but all evidence suggests that the similarities are coincidental.
- The Super Soldier Serum... Well, look at the Captain power. It also readily combines with certain other serums, such as Goblin Formula, wherein the effects of both serums are magnified, or the Infinity formula, where the strength and healing factor are enhanced, and the Infinity formula no longer degrades over time. In this mixture, the genetic and structural perfection helps to mitigate some of the downsides of the other serums, being ridiculously bulky for one.
- Goblin Formula gives you physical attributes and regeneration comparable to Spider-Man while also granting a moderate degree of superhuman intelligence. The combined effects of Goblin Formula and Super Soldier serum are roughly 2.5 times as potent as the Goblin Formula alone, which is likely higher still with Infinity Formula in the Mix.
- Venom is a steroidal compound that, when taken, grants temporarily enhanced muscle bulk and low levels of superhuman strength. It is derived from the super vitamin Miraclo, which grants superhuman strength and toughness for an hour. Tar is a drug similar in effect to venom, but its chemical composition is unrelated.
- Mutant Growth Hormone is exactly what it sounds like. Ordinarily, taking it either temporarily enhances the powers you have, or grants you the powers of the mutant or mutants it's made from or modeled on for a short time, but its effects can be altered by mixing it with other drugs. Here, it enhances the effects of the other formulas involved, and Sabretooth was selected because his enhanced physical abilities, longevity, and regeneration were determined to provide high compatibility with the other selected drugs.
- Deathstroke was subjected to Super Soldier experiments that gave him peak human physical conditioning, drastically improved learning capacity, and a healing factor powerful enough to render him effectively immortal.
- While most well-known for its use in SHIELD, the Infinity Formula is a highly diluted and impure form of Isaac Newton's elixir of life. It rejuvenates and repairs the body of whoever uses it, brings their body to peak physical potential, and arrests aging. However, its effects are not as comprehensive as the Super Soldier Serum, and it breaks down over time, requiring a yearly booster to maintain the effect. It running out triggers a brief but extreme period of rapid aging, enough to take several decades of your life. Combining it with the Super Soldier serum stabilizes it and enhances the combined

healing to the point of recovering from a broken leg in a day, and the strength to the point of being able to casually flip cars. It's likely it'll similarly enhance the Goblin formula.

- Gingold is an exotic fruit that contains a chemical that, consumed regularly, allows for borderline superhuman feats of flexibility. The pure extract is responsible for Elongated Man's knock-off Plasticman power set, but in the quantities he uses is potentially fatal without something to counteract the chemical's toxicity. In the overall formula, it's being used to boost flexibility to counteract some of the bulk, but it *does* grant a reasonable degree of rubberman abilities.
- The water of the Lazarus pit contains a number of chemicals, most relevant the metallic substance Dionysium, which in various forms causes or bestows advanced healing, indefinite longevity, or resurrection. In the pits proper, they can revive the recently dead, heal injuries, and restore someone's youth, though there's a point of diminishing returns, and naturally occurring pits will only work once for a given individual. In the overall mixture, the traces of this metal provide minor enhancement to the longevity-granting and regenerative effects of several other treatments involved in this cocktail.
- Wakandan Herb grants peak human physical condition, superhuman spatial awareness and equilibrium, superhuman senses including the ability to see ultraviolet light and recognize people by smell, and improved neural regeneration.
- The Blockbuster formula normally turns you into a mindless brute with immense superhuman strength and toughness and armored skin, but for the purposes of this Jump I'm assuming it combines with Venom the same way it does in the Young Justice continuity, stabilizing to merely superhuman strength and toughness with a larger physique and armored skin while making the effects of Venom permanent, and that it combines with Tar and Miracle similarly.
- Taskmaster's Photographic reflexes are the ability to replicate perfectly any movement he's seen even once, and predict someone's actions once he's memorized enough of their movements. The serum also gave him improved short-term memory and reflexes (but not other attributes) comparable to Spider-Man's.
- The Combined serum adds up all of these effects while negating all downsides that Doom and Luthor were unable to remove in R&D, creating a godlike physical specimen.